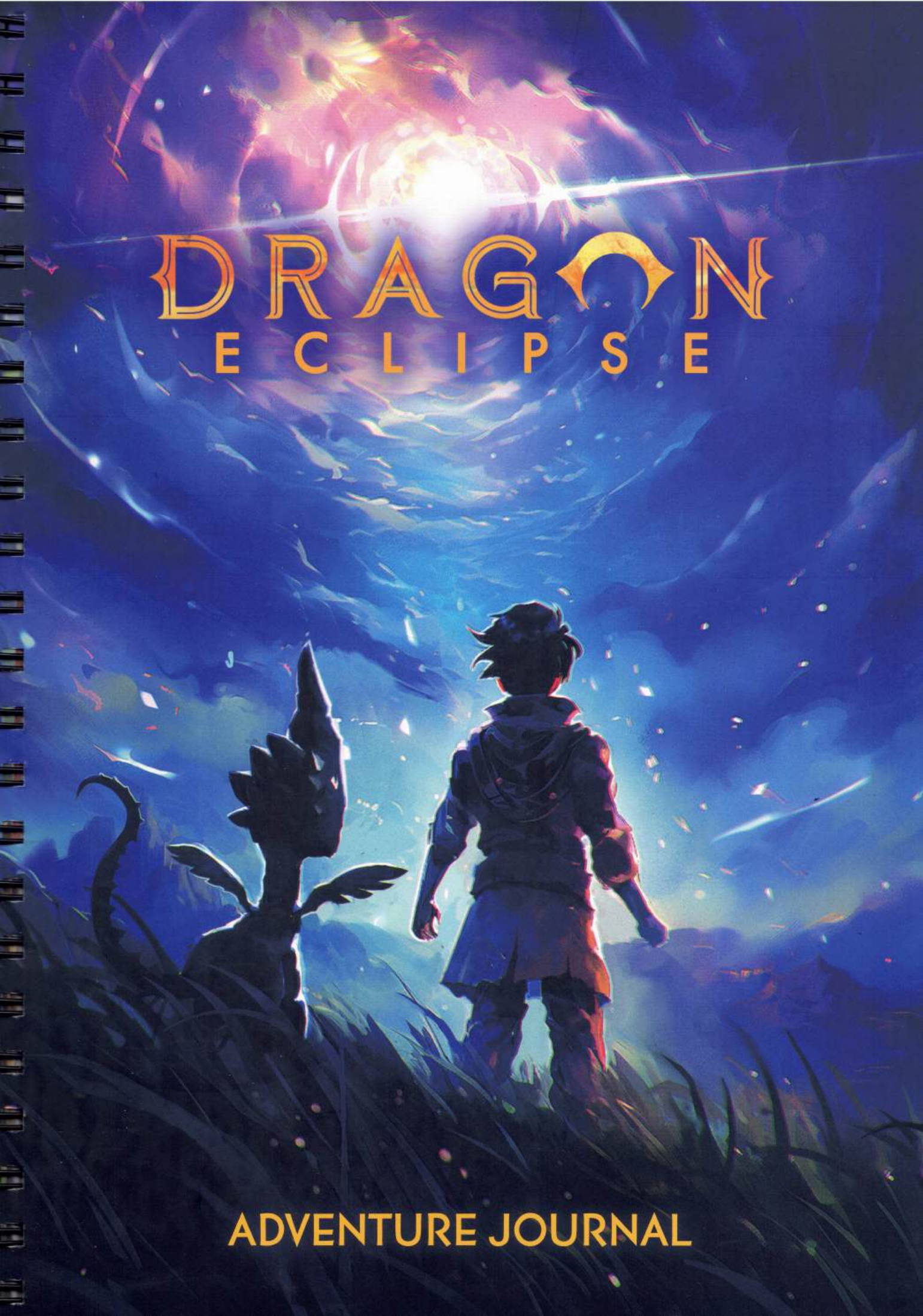

DRAGON
ECLIPSE
ADVENTURE JOURNAL

Calm Before the Storm

If you haven't read the story introduction at the beginning of the rulebook, now is the time. It will introduce you to the world of Dragon Eclipse and the main character of the game.

A0 Introduction

Caerberg – you've always loved this city, perched atop a barren hill from which you can admire a scenic vista of old forest, winding merchant roads, and low rocky hills. Your gaze finds the wind turbines connected to the water pumps and forges. Their noise grates, but they fill you with pride anyway.

You are one of the few people responsible for ensuring all this works properly. Unlike a clever Duchess who rules over people and laws, and engineers who supervise the steel and brass, tamers like you train and care for the mystlings that support the whole structure.

But sometimes, you feel suffocated in the city. You often wander through the surrounding forests, but that doesn't satisfy your thirst for something more. Sometimes, you want to take your mystling and see the world. But you can't. You are the head tamer of Caerberg. The people need you.

You check on the Windraiser, a timid mystling possessing tremendous power who controls the airflow through windmills and turbines. It utters a pleasant sound when it sees you. Tomorrow, you will train it and several other creatures. But today, you both have work to do.

For some time, you show the Windraiser how to use its powers more efficiently (and give the mystling a little treat). Soon, the turbines spin a little faster as the wind flowing through the city accelerates.

– Go to Script A1.

A0

A1

After you ensure the Windraiser's well-being, your long work day is finished. Today has been somewhat stressful, as you and other Caerberg tamers have been checking on all the mystlings in the city.

The work is done now, however, and you can relax. You head for the Shaded Tavern, where you can enjoy the best stew in the area. Besides, today, a storyteller is performing. While you walk, a Prowler, a cat-like mystling, whooshes by, its feathers spread and windblown.

When you enter the tavern, you are enveloped by the wonderful smell of herbs. The storyteller, Ida, is finishing a tale of true love.

"I have two more tales for you, my dear folks. I can elevate you to the sky realm of the Dragon Guardians, the mighty beasts of old who watch over our world; or I can enshroud you in the darkness of the Eclipse, the dreadful event that left our civilization in ruin."

Choose one:

- **"We want to hear about the Dragon Guardians!"** – go to Script A16.
- **"Tell us more about the Eclipse!"** – go to Script A11.

A2

You finally have time to look around. People are still scared, but there are only a few visible consequences of the tremor – a crumbling wall, a machine grinding unpleasantly, and flowerpots toppled from windowsills. All the mystlings gradually calm down.

Still concerned, you approach two rangers helping an older man to his feet. Their job is to protect Caerberg from dangerous creatures, and you have often joined forces with them. They greet you with respect for your position as the chief tamer, and together, you decide what to do next – they will make a quick reconnaissance around the city to check if mystlings caused the quake. Your job will be to ensure everyone in this quarter is safe, and the technology isn't in danger. You will meet at the Shaded Tavern in an hour.

– Clear the Arena.

  Discard all components from the Arena. Place your Action deck in the Mystling tray (along with all gained Fatigue cards). Place your Mystlings card with all its in the Mystling compartment. Discard all your . **Do not discard your** . Place the Enemy cards behind the corresponding divider. Close the Arena book.

– Gain 1 Silver.
– Each Mystling gains 1 .
– Open **Map 1**.
– Place Item, Secret, and Equipment decks in your play area.
– Prepare all tokens and place them near the play area.
– Place **Secret 13** face down in the Event slot. Set to 3 – *See what's happening in the city before the rangers return.*
– If you **have** the **"Empathy"** part **1** status, .
– Begin the Exploration.

A3

If **token A** is in **slot I**, go to Script A4.

If **token B** is in **slot I**, *the machine is not working;* continue the Exploration.

Otherwise, read on:

You cringe at the cogs scraping and trembling as they spin. What's worse, you can't see the engineer on duty. And what if other places need their help?

Assumptions aside, the pumps need maintenance. You've learned something about the technology and think you can give it a go, or at least turn it off so it won't seize up.

Choose one:

- **Try to repair the machine** – . Go to Script A69.
- **Turn off the machine** – *It won't get damaged if it's not working.* Gain 2 Items. Place **token B** in **slot I**. Continue the Exploration.
- **Leave** – continue the Exploration.

A4

The machine is still buzzing, but you are no longer worried about its condition. You gather some damaged parts and loose tiles, and then people add their rubbish. Soon, the debris is confined to one place – until some Windraiser playfully scatters it, at least.

You spot some interesting pieces on the heap. Maybe you'll find something helpful.

Choose one:

- **Search the rubble** – gain 1 Item. . Continue the Exploration.
- **Leave** – continue the Exploration.

A5

The young tamer spots you.

"Oh, chief. What a blessing you're here! Come, you must help me! I tried to calm the Windraiser, but... Well, it's a task for you."

If the creature is attacking people who try to approach it, you won't be able to do anything without a mystling to aid you. Fortunately, your companion rests inside your room on the second floor (despite living in Caerberg for years, you still don't have your own house). You run up the stairs to bring it, chased by the young man's baffled shouts.

You open the door to your room and...

(this icon means that you're playing with 2 players) **Note:** one player chooses, then the other one will have a chance.

Choose one:

- **Young Emberling** – *...the fire lizard jumps into your arms expecting a treat.* Go to Script A6.
- **Young Iceling** – *...the ice reptile crawls from the bed, leaving a wet stain behind.* Go to Script A7.

A6

Follow the steps below:

- ***Young Emberling* divider:** Take **cards 62**, **66**, **67**, and **all Young Emberling Action cards** (6), then place them in the chosen slot in the Mystling tray. You don't have to read them now.
- ***Unlocked cards* divider:** Take one Starting deck (10) and add it to the rest of the Action cards in your Mystling tray. It should have one copy of the following Action cards: *Hit and Run, Leap, Offensive stance, Focus, Desperate attack, Primal Shot, Sprint, Pummel, Guardian Stance, Synergy*.
- Take the **Young Emberling** standee and place it next to the Mystling tray.

- ***Young Emberling* divider:** add card **65** a-side up and **64** b-side up to the Mystling Encyclopedia.
- ***Young Emberling* divider:** Place card **63** (Enemy Ability) behind the *Removed* divider.
- Place the **Young Iceling** Tier card behind the *Random Combats* divider.

: Leave the Young Iceling Tier card in the Tier deck instead.

: If both players now have their Mystlings, go to Script A20. Otherwise, go to Script A7.

- Go to Script A20.

A7

Follow the steps below:

- ***Young Iceling* divider:** take cards **118**, **122**, **123**, and all Young Iceling Action cards (6), then place them in the chosen slot in the Mystling tray. You don't have to read them now.
- ***Unlocked cards* divider:** Take one Starting deck (10) and add it to the rest of the Action cards in your Mystling tray. It should have one copy of the following Action cards: *Hit and Run, Leap, Offensive stance, Focus, Desperate attack, Primal Shot, Sprint, Pummel, Guardian Stance, Synergy.*
- Assemble the **Young Iceling** standee and place it next to the Mystling tray.

- ***Young Iceling* divider:** add card **121** a-side up and **120** b-side up to the Mystling Encyclopedia.
- Place card **119** (Enemy Ability) behind the *Removed* divider.
- Place the **Young Emberling** Tier card behind the Random Combats divider.

2 : Leave the Young Emberling Tier card in the Tier deck instead.

2 : If both players now have their Mystlings, go to Script A20. Otherwise, go to Script A6.

- Go to Script A20.

A8

A sudden tremor interrupts the story. Ida freezes with her mouth agape, visibly confused. You're also quite shocked – you've never experienced such a strong quake. Suddenly, the door bursts open, and a young tamer enters the tavern.

"Our mystlings," he says, catching his breath. "They all went mad! They lash out at the machines and all the people around. The main turbine is in danger! The Windraiser has grown aggressive!"

The tamer is still a rookie, but he understands what he's talking about – and the problem seems serious. If something happens to the creature or the machine, many of Caerberg's functions could be disabled for months!

- Go to Script A5.

A10

The gate is open. A road snakes down the slope to disappear into the dense forests below and reappear among the fields and natural glades. As you look farther, you see hills, a broad river, and several picturesque lakes. You cannot stop yourself from imagining mystlings in each location.

Choose one:

- **Set off to search for the source of the tremors** (requires **token A** in **slot V**) – this ends the current Exploration. Go to Script A14.
- **Stay in Caerberg** – continue the Exploration.

A11

Ida begins the story:

"You've probably seen an eclipse or two in your life; one moon obscuring the sun for several minutes. But once both moons aligned between the sun and our world, casting a pitch-black shadow so deep that the seas strayed over the lands, destroying our great cities and culture. We humans suddenly found ourselves on the brink of extinction. We wouldn't be here today if it had not been for our tamers, their amazing mystlings, and the Dragon Guardians. And when it comes to the Guardians..."

– Gain the "**Understanding**" part **4** status.
– Go to Script A8.

A12

The tavern greets you with the cool, fragrant breeze wafting through it. The innkeeper placed some fans on the ceiling and cleverly connected them to the stoves in the kitchen.

You approach the bar, feeling the patrons' gaze on your back, but their whispers stroke your ego. They know that the Windraiser and machines are safe thanks to you. Olin, the local alchemist, sits at a table, his face hidden in his hands. If you remember correctly, his workshop is somewhere nearby. Ida, on the other hand, is nowhere to be found.

Choose one:

- **Take a rest** – Heal 2 or remove 1 Fatigue. ⌛. Continue the Exploration.
- **Chat with patrons** – ⌛. Go to Script A15.
- **Speak with the rangers** (requires **token A** in **slot II**) – ⌛. Go to Script A18.
- **Approach Olin** – go to Script A21.
- **Leave the tavern** – continue the Exploration.

A13

Hidden script

You walk by the collapsed wall of the alchemical study. Poor Olin. You hope he has enough savings to rebuild it. You briefly look inside and wince at the broken vials and pools of multicolored substances on the floor. It doesn't seem safe. Before the building completely collapses, you should check for anything worth saving.

– Lock Script A13 – *You search the area by the collapsed wall.*
– Perform the Test.

At the end of the Test: If you **have** at least 2 👁, ⌛.

5 or less	*You eventually find a glass bottle with a bright substance. It must belong to Olin.*	⌛. Gain **Secret 02**. Go to Script A79.
6	*You find a glass bottle with a bright substance. It must belong to Olin.*	Gain **Secret 02**. Go to Script A79.
7	*You find a glass bottle with a bright substance. It must belong to Olin. Something else glints among the debris.*	Gain 1 Item. Gain **Secret 02**. Go to Script A79.
8 or more	*Everything here is shattered and useless.*	⌛. Continue the Exploration.

A14

You exit the city, heading toward the glade pointed out by the rangers. The ground has been trampled by heavy, stumpy feet, but the tracks disappear in a scattered pile of decayed leaves. Three paths lead north – each wide enough for the dozen Golomos mentioned by your colleagues.

– End the Exploration.

Choose one:

- **Follow the fissured path** – go to Script A39.
- **Take the path with disturbed moss** – go to Script A32.
- **Go through the muddy path** – go to Script A42.

A15

You sit beside a glassblower and his apprentice, but more people join you, all interested in your story. You tell everybody about the encounter with the Windraiser and your current findings about the city's future. They listen to you, enchanted, and give you a small gift in return for your help.

A woman mentions seeing an alchemical study with a collapsed wall. She hasn't seen anyone inside, but it might be worth checking to see if anyone is trapped.

Note: Some Scripts on the Map may be hidden.

- Gain 1 Item.
- Continue the Exploration.

A16

Ida begins the story:

"Everyone always wants to hear about Dragons. The watchful, mighty beings which soar through the skies, breathe pure elements, and instill fear and awe into our hearts. They are said to be the Guardians of our world, each of them attuned to only one of the elements. Some people claim they've seen them and might even be telling the truth, but who am I to say if it is so? I am here to tell you a story. The Dragons, you know, are connected to the Eclipse..."

- Gain the "**Understanding**" part **5** status.
- Go to Script A8.

A17

If **token B** is in **slot IV**, *Hazel and you have other matters at hand;* continue the Exploration.

If **token A** is in **slot IV**, go to Script A77.

Otherwise, read on:

"Actually, I could use your help. No, don't look so scared. It has nothing to do with that scary tremor. But if you visit the library, please retrieve my medallion from Slade, the librarian. He tricked me into selling the medallion to him for naught. He's studying it with all his books as if it were something precious, which is not my concern. Losing that medallion doesn't sit well with me. I want it back, and that's it."

Hazel speaks much faster in the end, her face growing red. But should you help her right now? There are more important things to do.

- If **slot III** is **empty**, place **token A** in **slot III** – *Hazel's medallion is in the library.*
- Continue the Exploration.

A18

"Finally, you're here. We've seen a rather large flock of Golomos wandering around the city – about a dozen of them or so. Since they can cause small tremors, maybe such a large group could cause a big one. We kept a safe distance and left the investigation to you, tamer. You're the mystlings expert. Start looking in the glade with the tall birch."

You think about it briefly – Golomos are relatively peaceful creatures. They can fight, but mainly in self-defense. You must investigate this, however. When you finish your errands in the city, you should head toward the city gate.

"If you want to learn more about them," a ranger says, "check the library. If it's still open, that is."

- Discard **token A** from **slot II.**
- Place **token A** in **slot V**.
- Continue the Exploration.

A20

You and your companion follow the trembling tamer out of the bar. He leads you toward the same Windraiser you tended to not even an hour ago. You can immediately tell that the creature is terrified enough to treat everyone as a threat, and it attacks approaching humans and even moving machine parts. To calm the Windraiser down, you must get close to it and wear it down. You order the elemental lizard to carefully step forward with a tactic in mind.

If only the situation were a little different, you would rejoice, as you don't often have the opportunity to test your skills in combat. But today, you must fight your friend.

Note: You will begin your first combat in a moment. To ease your way into the rules, it is in the form of a tutorial. After the tutorial, you will be able to play the fight again without such detailed instruction.

- Open the *Start Here!* booklet and follow the instructions there. You can also setup the Combat using the instructions below (only if you are already familiar with the Combat rules).
- Setup Combat
  - **Arena:** card **35**, map **2**.
  - **Enemy Windraiser:** cards **169** and **170**.
    Note: There are two Enemies behind the Windraiser divider. Make sure to use the Frightened Windraiser one.
  - **Major Corruption: A.**
  - **Modifier:** Gain 1 .
- Close the Adventure Journal and start the Combat.

A20

A21

If you **don't have Secret 02** – *Olin doesn't want to speak with you;* go to Script A12.

Otherwise, choose one:

- **Leave the man alone** – continue the Exploration.
- **Return the potion** – read on:

You approach the weedy man with brown fingernails who hides his face in his hands.

"Oh, give me a rest. I don't care if your cow is sick or your husband's back is sore. If it's not a life and death situ—" He raises his head and looks into your surprised eyes. "Oh, sorry, tamer. I thought you were another nuisance, wanting my help. My workshop is ruined! My life, my work! Everything—"

Olin lets out a quiet gasp as you place the extract on the table.

"I thought it was lost! You don't know how important this is for me right now! Thank you, tamer. I don't have much, but take this, please." He presses several coins into your hands and closes your fingers around them. "And don't worry too much. When my legs stop shaking, I will try to salvage what I can from my workshop. I'll be fine. I'll be fine."

- Gain 2 Silver.
- Discard **Secret 02**.
- Gain the "**Local Hero**" part **2** status.
- Continue the Exploration.

A23

You place the medallion on the counter; Hazel's eyes glint under her thick brows.

"Thank you, tamer. What a wonderful person you are!" She grabs your hand and squeezes it firmly. "If you find other things like this, I can buy it for some nice coin. The boy who brought this one to me said he found it in a strange cave he had fallen into. He was from ... Faeton?

Probably there, yes. As a token of my gratitude, have some coins."

- ⌛.
- Discard **Secret 04.**
- Gain the "**Merchant's Favor**" part **1** status.
- Flip the token in **slot IV** from A to **B**.
- Gain 2 Silver.
- Continue the Exploration.

A24

The Windraiser peeks from its hiding place, visibly calmer now. It scans the surroundings uneasily and glances at the turbines to ensure the wind flows through them.

A group of engineers repairs some damage to the machines, but everything seems fine thanks to your previous intervention. You don't even want to imagine what would have happened if all the gears had stopped.

Choose one:

- **Let your mystling spend some time with the Windraiser** – gain 2 . If you **have** the "**Empathy**" part **1** status, gain 2 additional . ⌛. Continue the Exploration.
- **Chat with the tamer** – *He broods nearby, glancing at the mystling he failed to calm down.* ⌛. Go to Script A80.
- **Leave** – continue the Exploration.

A25

You hear a surprised shout when you finish adjusting some shafts and gears.

"Stop! You might damage it!"

As you turn around, you see a woman in overalls, a toolbox in her hand. She recognizes you and lets out a sigh of relief.

"Oh, hello, tamer. I thought you were an overly eager citizen. Thanks for the help here. Let me see..."

She pushes past you and examines your work. She nods, satisfied.

"Great job. Sorry that you had to take care of it. When the quake struck, I panicked and ran to see if my family was safe. Fortunately, they are all right, and I have returned to deal with all the other damage that may lead to a full-scale malfunction."

- Place **token A** in **slot I** – *The machine is working well now.*
- Gain the "**Local Hero**" part **1** status.
- Gain 1 Item.
- Continue the Exploration.

A26

The wind mystling stops fighting, and you approach it to place your hand on its semi-corporeal arm. It looks into your eyes and lets out a poignant wail. It suddenly cowers in shame and rushes behind the turbine, wedging its flexible body into a dark crevice. It seems the crisis is averted for now.

You sink to the ground with your companion, both panting heavily. The Windraiser was fast, and the struggle took a toll on you. You should be enjoying an evening meal now, not fighting your protégés!

- ***Windraiser* divider:** Add card **174** a-side up to the Mystling Encyclopedia.
- Heal 6 – *Your mystling's bruises aren't as bad as you thought.*

Choose one:

- **Try to calm the Windraiser's nerves** – *It will take some of your precious time.* Go to Script A78.
- **Focus on the situation at hand** – *You hope there are no other crises.* Go to Script A2.

A27

The book details the customs of earth mystlings in the vicinity of Caerberg. You skim and find a piece reminding the reader that heavy Golomos do not favor rocky and beaten paths, as they can make unpleasant tremors there. Another piece describes a ferocious Elkthorn chased away with smoke from a torch held high.

- Gain the "**Forest predators**" part **1** status – *You learned Elkthorns' weakness.*
- Continue the Exploration.

A28

You hurry to speak with the rangers who have been waiting for you in the Shaded Tavern for some time now. When you dash into the building, they greet you with cold glares.

"Finally! You took your sweet time, tamer," the woman in charge says. "In short, we spotted about a dozen Golomos near Caerberg, but they were heading north, so we disengaged. It's your job to ensure they aren't a further danger to the city. You can start by looking in the glade with the tall birch."

The rangers stand and depart from the tavern.

- Go to Script A14.

A29

You smile affectionately as you see the signboard depicting a pouch filled with coins and hazelnuts. You enter the shop, and the storekeeper, Hazel, looks at you from under her permanently furrowed brows and says in a surprisingly warm tone:

"Welcome, tamer. Do you need something, love?"

Her tone sounds odd, and you notice she keeps glancing at a fresh crack in the wall. Her hands tremble slightly.

Choose one:

- **Buy supplies** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Continue the Exploration.
- **Buy equipment** (spend 3 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Continue the Exploration.
- **Speak with Hazel** (only if **slot III** is **empty**) – go to Script A17.
- **Leave** – continue the Exploration.

A30

You throw yourself between the combatants to protect your companion from its enraged opponent. It lands a painful blow, bruising your ribs and throwing you to the ground. Looking up, you see the Windraiser recoil and cower in shame. You had another plan in mind to calm the mystling, but its aggressive action against you helped it come to its senses.

The Windraiser dulls its glisten as if trying to become less conspicuous, then it dives behind the turbine to wedge its flexible body into a dark crevice. It seems the crisis is averted for now.

- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Windraiser* divider:** Add card **174** a-side up to the Mystling Encyclopedia.
- Go to Script A2.

A31

If **slot III** is **empty**, *Slade is busy right now – if you don't have any particular business with him, he doesn't want to be disturbed;* continue the Exploration.

If **token B** is in **slot III**, *Slade doesn't want to speak with you anymore;* continue the Exploration.

Otherwise, read on:

"Hazel, that sly hag. Of course, she sent you, the only person I am fond of. I won't fall for it this time. The medallion is fascinating! I cannot simply give it back to her because she didn't realize its true value."

Choose one:

- **Bid farewell** – continue the Exploration.
- **Try to retrieve the medallion** – *Well, you started this conversation. You may as well try to convince him.* ⌛. Perform the Test.

At the end of the Test: If you **have** at least 2 👁, ⌛.

5 or less	*After some time, you convince Slade to return the medallion.*	⌛. Go to Script A70.
6	*You convince Slade to return the medallion.*	Go to Script A70.
7	*Somehow, Slade feels obliged to compensate you for your efforts.*	Gain 1 Silver. Go to Script A70
8 or more	*Slade won't give you the medallion.*	Flip the token in **slot III** from A to **B**. ⌛. Continue the Exploration.

A32

Wild boars searching for food could have churned the moss, but you know better. Plus, on the way, you come across mushrooms favored by mystlings, mostly earth ones. You allow your companion to graze on some, and you move on.

- Gain 1 🍖.
- Go to Script A33.

A33

The forest grows thin, and you see a well-known hill before you. You stop in your tracks, your mouth agape.

The hillside is split in half by a gaping wound, through which you can see mysterious stone ruins. A group of Golomos is squeezing through the gap. From a distance, they look like a line of clumsy ants. Intrigued, you approach the hill through a bramble grove as the last of the mystlings enters the ruins.

- Perform the Test.

🛡: You may ignore the 👁 effect below.
When you draw 👁: draw the next card or gain 1 ✹.

5 or less	*You slowly make your way toward the entrance.*	Gain 1 ✹. Go to Script A45.
6-8	*You get closer to the entrance.*	Go to Script A45.
9	*You notice something in the way...*	Place 🌀 in front of you. Go to Script A45.
10 or more	*You slip and fall into a puddle of mud. You feel a presence behind you.*	Place 🌑 in front of you. Go to Script A45.

A33

A34

The Golomo stares at you – there is no anger in its eyes, only admiration. You stop your creature from taking any action and start speaking to the Golomo in a calm voice. The words don't matter; the secret lies in the tone and the steady, unflinching eye contact. You approach the wild mystling...

- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Place in front of you.
- Go to Script A38.

A35

The air is always cooler inside the thick walls of the library. The librarian, Slade, greets you with a bored smile and returns to sorting the books scattered on the ground. Inside the reading room, a young man, Alvin, sits silently in a corner, shaking a little. He is one of your charges, a tamer in training. He looks up from time to time, avoiding eye contact.

Choose one:

- **Approach Alvin** – ⌛. Go to Script A62.
- **Read about the earth mystlings** – *It may be a good idea to refresh your knowledge.* ⌛. Go to Script A27.
- **Approach Slade** – go to Script A31.
- **Leave** – continue the Exploration.

A36

The mystlings seem curious and puzzled. They stare into the stones with veneration. Your Golomo is also interested in stone, but it resists the urge. It tugs the hand of another Golomo to turn its attention to the collapsed entrance, but without success. It looks around, trying to figure out what to do.

- Continue the Exploration.

A37

The wall with ancient, faded frescos is partially covered with debris. The frescos present a group of silhouettes with wings or something resembling them. Some of them wield weapons of sorts, maybe. There is a full moon in the sky, surrounded by constellations well-known to you.

Choose one:

- **Unearth the rest of the frescos** – ⌛. Go to Script A66.
- **Leave** – continue the Exploration.

A38

You extend your hand toward the Golomo and speak in a low, relaxed voice. You're not its enemy. It allows you to touch its rough, moss-covered skin. You make it feel that there is no need to be afraid for it and its friends. You just want to ensure that your city friends are safe, too.

The Golomo stumbles forward, placing its hand on your knee – a first sign of trust. Now you are sure you will get along well. You feel a connection with the earth mystling as if your hearts were melded, experiencing emotions as one – and right now, the Golomo feels calm.

- Golomo **divider:** Add card **110** a-side up to the Mystling Encyclopedia
- Add **card 109** b-side up (from your play area) to the Mystling Encyclopedia.
- Place **cards 107, 111, 112** with all Golomo Action cards (6) behind the *Party* divider.
- Place **card 108** behind the *Removed* divider.
- Clear the Arena.
- Go to Script A53.

A39

The longer you tread the fissured path, the more often you think this was a mistake. The cracks seem old, and the only fresh one is quite large, but since it started in the opposite direction, it wasn't made by Golomos. When you're about to turn back, your path intersects with the mossy one. And finally, you see stumpy footprints on damp ground, most certainly left by Golomos.

- If **token A** is in front of you, flip it to **B**. **Otherwise**, place **token A** in front of you – *You're straying in the forest.*
- Go to Script A33.

A40

The Golomo escapes into the ruin in panic, but reemerges when you approach the entrance. Its lumpy knees tremble, and its head bobs nervously, yet it seems ready to defend its friends even on its last legs.

You stop your creature from taking any action and start speaking to the Golomo in a calm voice. The words don't matter; the secret lies in the tone and the steady, unflinching eye contact. You approach the wild mystling...

Note: In later Scenarios, you will only get the Mystlings by taming them.

- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Go to Script A38.

A41

A large stone crashes into the floor close to your leg, startling both you and your mystling. Panicked, you start looking for an exit.

The Golomos are also scared, and they all rush toward the exit. They use their strength and earth affinity to throw the heavy stones away quickly. Your Golomo helps them, and you escape just before the ceiling collapses.

- Discard **Secret 16** (it's the Secret you just revealed).
- Gain the "**Interference**" part **4** status.
- Go to Script A64.

A42

The muddy path seems never-ending, and it just gets deeper and murkier. Finally, you encounter a patch of dried crust marked only by roe deer tracks. You suppose some could have been left by Firples. The Golomos were never here. You turn back and curse your failed intuition to the sound of squelching boots.

- Place **token A** in front of you – *You're straying in the forest.*

Choose one:

- **Follow the fissured path** – go to Script A39.
- **Take the path with the disturbed moss** – go to Script A32.

A43

You follow the path dug by startled Golomos...

- Go to Script A64.

A44

Golomos growl when you approach the stones, but they don't attack. You touch the tallest rocks, and the whole formation explodes in a flash of bright, green light. The Golomos stumble backward, and some run toward the exit – you hear their strange sounds followed by digging noises. It pains you that you've scared the mystlings, but you now have a way out. And they have it, too, in case the ruins collapse.

- Gain **Secret 09**.
- Lock Script A49.
- Continue the Exploration.

A45

You hear a cracking sound behind you, and a Golomo emerges from thick brambles. It must have stayed behind to guard the entrance and protect its friends. The ground under your feet starts trembling, so you must prepare for a fight! You're a little scared but also excited. Time to test your skills.

- Setup Combat:
  - **Arena:** card **19**, map **2**.
  - **Enemy Golomo:** cards **107**, **108**, and **109**.

Make sure to use the Enemy stat card without the PvP layout.

This time, your enemy has a passive ability. Make sure to familiarize yourself with it now. Your Enemy will also be placing elemental tokens (Quakes). Below you can find rules of placing tokens:

- Tokens are placed in range mentioned by the effect as close to you as possible (including the space with your Mystling).
- Tokens can be placed in a space with your and the Enemy Mystling.
- Tokens cannot be placed on a space with Terrain.
- There can only be one Enemy token (black) and one Player token (white) in each space.
- Players cannot interact with such tokens in any way.
- Token limit (right corner of the Mystling stat card) defines how many tokens Mystling can place/gain.
- If the Enemy would have to place a token that is above its token limit, it takes the token that is farthest from you and places it as close to you as possible.
  - **Major Corruption: A.**
  - **Modifiers:**
    - If is in front of you, discard it and each player may swap any 2 cards in slots 1-4 – *You planned ahead in case of a fight.*
    - If is in front of you, discard it and place 1 Quake on a chosen space with – *Your enemy has time to prepare before you get up.*

In this Combat you will be able to tame your Enemy because it has a Taming card (109). To Tame the Enemy, you must fulfill all conditions on the Taming card, from top to bottom. Mark the fulfilled conditions with A tokens. When all conditions are fulfilled, immediately go to the Tame Script written on the Arena card.

- Close the Adventure Journal and start the Combat.

A46

You are unsure what the object before you is, but it evokes the impression of a shrine or an altar. Five of the six elements are depicted: fire, air, earth, and water form a circle, with light glowing inside.

Next to it is a sketch of a similar relief, but with the dark element inside the circle.

Choose one:

- Approach the altar – . If you **have Secret 04**, go to Script A57. Otherwise, go to Script A68.
- Leave – continue the Exploration.

A47

- Perform the Test.

, once per Test: You may look at the two top cards of the Item deck and discard one of them.
At the end of the Test: If you **have** at least 2 , .

5 or less	*The search takes a while...*	Gain 1 Item. Continue the Exploration.
6	*You find several ancient trinkets that are worth something.*	Gain 1 Item. Continue the Exploration.
7	*You find several ancient trinkets and a twisted piece of metal that resembles a key. You take it with you. Maybe if you search the ruins thoroughly, you will find the lock it opens?*	Gain 1 Silver. Gain 1 Item. Place **token A** in **slot III**. Lock Script A51. Continue the Exploration.
8 or more	*You wasted your time! There's nothing useful here.*	Lock Script A51 or spend . Continue the Exploration.

A48

You observe the stones from a safe distance. They shine lightly when the Golomos draw closer, so they seem to react to the earth element, and when the ground trembles, they vibrate like tuning forks. Could they be amplifying the quake?

As the vibrations grow stronger, the Golomos shake to the frequency.

- Continue the Exploration.

A49

Several Golomos crowd around a large stone overgrown with moss.

If **token A** is in **slot IV**, go to Script A58.

Otherwise, go to Script A52.

A50

Your mystling got hurt – you can't allow any more harm, so you grab it and escape into the forest. The Golomo slowly catches up to you. Abruptly, it stomps hard into the ground, and the earth beneath your feet explodes, sending you flying. As you hit the ground, you shield your mystling with your own body.

That probably catches the Golomo by surprise, as it stops and looks at you in confusion. You stand up, pain lancing through your body, and extend your hand toward the disoriented Golomo. It might be your only chance to calm it...

Note: In later Scenarios, you only get the Mystlings by taming them.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- Go to Script A38.

A51

You find yourself in a dark room with half-collapsed walls. Almost no light reaches this place, but you can discern shapes similar to short shelves or chests.

Choose one:

- **Search the room** – ⌛. Go to Script A47.
- **Leave** – continue the Exploration.

A52

The Golomos are enchanted by the stones, but some turn toward you. They aren't hostile, but they obviously don't want you around here.

Choose one:

- **Examine the rocks** – ⌛. Go to Script A48.
- **Study the Golomos' behavior** – go to Script A36.
- **Leave** – continue the Exploration.

A53

You gaze at the gaping wound in the hill. How long have the ruins been concealed here? Caerberg was founded about 600 years ago, and there is no mention of such a construction in any book or story.

You imagine knowledge, treasures, and secrets hidden inside, but then you notice the Golomo by your side and think about the other earth mystlings hiding inside. They could be the potential source of the tremor that struck the city earlier, and you are here to investigate it.

As you enter the place, rocks and soil give way to tiled floors, and plastered walls replace stone formations. You look around a large room built in a style you've never seen before. The remains of sunshine send shadows dancing on the walls. Suddenly, you hear a rumble behind you, and the floor shakes. You jump forward to protect your creatures and save your own skin.

When the dust settles, you notice that the way back is blocked. The hill still shakes slightly. You must find an escape route! And maybe investigate those ruins a little?

- Open **Map 2**.
- If 🌿 is in front of you, place **token A** in **slot I** and discard the 🌿 – *The tamed Golomo seems eager to help you.*
- Place **Secret 16** face down in the Event slot. Set ⏳ to 3 – *The ruins don't seem safe; you shouldn't dawdle.*
- If **token B** is in front of you, discard it and ⌛, ⌛ – *You strayed in the forest for a long time.*
- If **token A** is in front of you, discard it and ⌛ – *You strayed in the forest for some time.*
- Begin the Exploration.

A55

If **token B** is in **slot II**, go to Script A41.

Otherwise, read on:

The ground shakes, and dust and pebbles rain down on your head. One more quake, and the ceiling will collapse!

- Place **token B** in **slot II**.
- Place **Secret 16** (it's the Secret you just revealed) face down in the Event slot. Set ⏳ to 3.
- Continue the Exploration.

A56

Hidden script

You spot a rectangular shape in the darkness, which appears to be a strange door carved into the stone wall. You try to open it but without success. When you feel the surface with your hands, you find a strangely shaped keyhole.

If **token A** or **B** is in **slot III**, go to Script A60.

Otherwise, *you cannot open the door. You wonder if you could find a key nearby;* continue the Exploration.

A57

Hazel's medallion vibrates inside your pocket. You take it out and suddenly feel like the altar tugs the trinket by an invisible string. You notice that some symbols on it match those in the ruins.

You allow the medallion to touch the stone, and, to your surprise, something clicks. A small fragment of the altar falls to the ground, stirring the dust. Inside the crack, you find an ancient bauble and a tiny drawing representing five elements, once again without darkness, and a group of quickly sketched figures that emerge from shadows carrying the sixth, missing element.

The medallion breaks abruptly with an ear-piercing ping.

- Discard **Secret 04**.
- Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck.
- Gain the "**Understanding**" part **6** status.
- Go to Script A68.

A58

The Golomos are enchanted by the shining stones. If you were to place your hands on the stones and they awoke like in the fresco, you might get the Golomos' attention.

Choose one:

- **Examine the rocks** – ⏳. Go to Script A48.
- **Study the Golomos' behavior** – go to Script A36.
- **Place your hands on the stones** – *Maybe the Golomos will help you dig up the exit?* Go to Script A44.
- **Leave** – continue the Exploration.

A60

The key fits, and the door gives way under your touch. You stand in a tiny chamber with a pedestal in the center. The faded frescos show human-like silhouettes and blurry mystlings working together on something unintelligible.

There is another exit from this room, a tight corridor from which you can feel a gentle breeze. A way out?

If **token A** is in **slot III**, gain 1 Equipment and flip the token in **slot III** from A to **B** – *You find an interesting item on a pedestal standing in the center of the room.*

Choose one:

- **Follow the corridor** – *It must lead outside!* Exiting the ruins leads to the end of this Scenario. Go to Script A72.
- **Search the alcove** – gain 1 Item and 1 Silver. ⏳. Then, choose again.
- **Return to the ruins** – continue the Exploration.

A61

Congratulations! You've reached the end of the Scenario.

Open the Rulebook and read the "**After the Scenario**" rules, then follow the instructions below.

- Take the World Map.
- Gain **Worldmap card 01**, **Explored** side up – *You'll return here later.*
- Gain **Worldmap card 02**, **Unexplored** side up – *The way to Caerberg leads through the forest.*
- Gain **Worldmap card 13**, **Explored** side up – *The ruins lie there.*
- Gain **Worldmap card 15**, **Explored** side up – *Featureless forests are situated to the south of the town.*
- Slot cards as shown in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.

The next Scenario introduces a few rules that you haven't learned during this Scenario. If you didn't read the rulebook, make sure to check the following sections:

- **Before the Scenario** – all parts.
- **Advanced rules** – Summons, Combat Quests, Arena maps, and cards.

- Save the game or start another Scenario – please note that only the Scenario, *Shadow of the Dragon*, is available right now. More choices will be unlocked after that Scenario.

A62

As you approach the lad, you notice bruises on his hands and the side of his face. He shakes his head before you can open your mouth and says:

"Don't say anything, please. I was training with Gaiadon this morning, trying some more complicated techniques – Yes, I know. I shouldn't have. It didn't end well, just like you said before, tamer. I will listen to you from now on. I promise. Gaiadon is fine, should you want to know. Leave me alone. I'm... I'm ashamed, all right?"

You've heard such a promise from him many times before. You are sure he will do something stupid again. But it's good to know that he didn't hurt himself much.

"The thing is, I wanted to see if I could defend myself against a Furwing if I ever have to," he adds. "I read about it, and I think I know everything now. It looks powerful but rather slow despite being able to fly. But I know one thing for sure!"

His face beams, and he continues in a whisper.

"Every Furwing loses its ability to fly once its fur gets wet. It becomes too heavy to take off! So, I wanted to prepare to face it with my Gaiadon, but... You see, it didn't turn out right."

- Gain the "**Forest Predators**" part **2** status – *You learned Furwings' weakness.*
- Go to Script A35.

A63

You see the dark sky, with both moons emerging from behind the trees. The Golomos unearthed the exit using their earth affinity and sheer strength. Are you ready to leave this fascinating place? You may never be able to return here, but on the other hand, it may collapse soon.

Choose one:

- **Leave the ruins** – this ends this Scenario. Go to Script A43.
- **Keep searching the cave** – continue the Exploration.

A64

When you take a deep breath and savor the chilly night that smells of pines and wet grass, the ground shakes again. An ear-splitting sound rends the air. It feels like the whole world has snapped in half.

You look toward Caerberg, fearing for the city, and freeze as the lights on the walls go out. You are too far away to see details, but you imagine the worst.

You quickly check if your creatures are all right and decide to move on. Then, the stars and moons disappear, confusing and scaring you even more. When the stars reappear, you realize that the sky was obscured by a massive silhouette. Only a Dragon could be this big. You are unsure if that makes you feel calmer or even more terrified – but also a little excited.

– Go to Script A61.

A65

You kneel by the tracks left in the thick layer of dust and debris. Except for the footprints, the layer is undisturbed – no one has been here for countless years.

The Golomos must have arrived here today, just before you.

Suddenly, you feel a little breeze on your left cheek. The feeling disappears almost immediately, but it draws you into the shadows of the northwestern part of the ruins.

– Continue the Exploration.

A66

– Perform the Test.

Once per Test: If **token A** is in **slot I**, *the tamed Golomo wants to help;* you may discard a card with a 👁 after you draw it.

Spend 🌸**:** Immediately resolve a chosen Test outcome.

At the end of the Test: If you **have** at least 2👁, gain 1 Fatigue.

5 or less	*You cleared out a part of the debris. But not enough.*	⌛. Gain 1 Item. Continue the Exploration.
6	*You've cleared out the debris.*	⌛. Gain 1 Item. Gain **Secret 07**. Continue the Exploration.
7	*You've cleared out the debris in no time.*	Gain 1 Item. Gain **Secret 07**. Continue the Exploration.
8 or more	*You did what you could, but more rubble fell down from the ceiling.*	⌛. Continue the Exploration.

A67

The rest of the painting shows... Wait. Where is the second moon? The sky is detailed, if faded, and there is no way the artist forgot to include the second most crucial part of the night sky! It's a mystery for another time though.

Under the only depicted moon, you also see a stone, similar to the one in the ruins, and a group of earth mystlings around it. The stone shines with a bright, green light. A tall figure stands next to it and touches it with their hands. Will it react if you do the same?

From behind, a silhouette wearing armor with rectangular patterns emerges from a black, distinctive line smeared onto the fresco. They're headed for the stones with a weapon in one hand and a leash in the other, leading a monstrous, dark mystling.

– If **slot IV** is **empty**, place **token A** in **slot IV**. *You have an idea how to interact with the stones surrounded by Golomos.*
– Continue the Exploration.

A68

There are also some translucent, weathered figurines on the altar, each emanating a dim light. There is a strange touch to this – you can see pulsating darkness in the core of those statuettes. You feel uneasy when you look at them.

Choose one:

- **Take the figurines with you** – *You will examine them later.* Gain **Secret 08**. Lock Script A46. Continue the Exploration.
- **Leave them alone** – *You are unsure if it's safe to take them.* Continue the Exploration.

A69

– Perform the Test.

, once per Test: You may add or subtract 1.
At the end of the Test: For each pair of , gain 1.

5 or less	*It took some time, but the machine is working again.*	. Go to Script A25.
6	*Repairing the machine proved to be a rather easy task.*	Go to Script A25.
7	*You repaired the machine and found some lost coins.*	Gain 1 Silver. Go to Script A25.
8 or more	*Somehow, you made the situation worse. The machine is completely broken.*	Place **token B** in **slot I**. Continue the Exploration.

A70

Slade sighs.

"You may take the medallion. It lies in the reading room on a table with two blue books. Just remind the woman that she owes me."

You quickly find the books and the medallion wedged between the pages of one of them. You notice that the trinket has symbols representing five elements – all but darkness. Darkness isn't popular, and many superstitions are tied to it, but when an artist depicts all elements, they don't omit darkness. Strange.

The books are about archaeological findings from the desert far in the north – something about an ancient temple. You don't have the time to read it now, however.

– Discard **token A** from **slot III** – *You've retrieved the medallion.*
– Place **token A** in **slot IV** – *Hazel is waiting for her trinket.*
– Gain **Secret 04**.
– Continue the Exploration.

A71

Heavy stones block the way back, and there is no time to do anything about it. The Golomo senses your anxiety and draws your attention to another set of footprints in the thick layer of dust. The prints lead deeper into the ruin.

Earth mystlings could help unearth the exit, but what if they cause the structure to collapse even more? Maybe there is another way out!

– Continue the Exploration.

A72

The corridor ends abruptly, covered in rubble, but you can see the night sky through the hole high above your head. The climb is relatively easy, and you emerge on the side of the hill.

– Gain the "**Secret Exit**" status.
– Go to Script A64.

A74

You notice a change in the Windraiser's eyes. Once uneasy, they are now more focused. It notices you and lets out a poignant wail. It abruptly cowers in shame and rushes behind the turbine, wedging its flexible body into a dark crevice. It seems the crisis is averted for now.

– Place card **13a** (*Windraiser* divider) in the Mystling Encyclopedia.
– Go to Script A2.

A75

The rangers should be back in the city. You agreed to meet in the Shaded Tavern.

- Place **Secret 13** (it's the Secret you just revealed) face down in the Event slot. Set to 3 – *You don't have much time. There are many places you should visit, but as the sun sets, more and more places are closing – such as the library.*
- Place **token A** in **slot II** – *Rangers await you in the tavern.*
- Continue the Exploration.

A76

The amber sun hides behind the city walls. Many shops and buildings have closed for the day.

- Discard **Secret 13** (it's the Secret you just revealed).
- Gain **Secret 14**.
- Place **Secret 15** face down in the Event slot. Set to 2 – *You must leave the city soon.*
- Continue the Exploration.

A77

Hazel asks if you managed to recover her lost trinket.

Choose one:

- **Hand her the medallion** – go to Script A23.
- **Lie that you're still working on it** – continue the Exploration.

A78

Your closeness causes the Windraiser to relax its muscles, and it finally sighs with relief. It took you some time to help the creature regain its balance, but you feel it was worth it.

- Gain the "**Empathy**" part **1** status.
- Go to Script A2.

A79

Walking away from the ruined building, you almost trip over a wounded Prowler.

You bend over the mystling and realize that the creature is wounded. It closes and opens its eyes with noticeable pain.

You have the healing potion at hand... It is not yours to use, but it would allow you to help the creature immediately. You could lift the Prowler and carry it to the healer, but time is short to help.

Choose one:

- **Treat the mystling with the potion** – *When you see how swiftly the potion works, you wonder if someone would invent potions that could heal humans.* Discard **Secret 02**. Gain 1 . Continue the Exploration.
- **Carry the mystling to a healer** – *The clinic is several streets away, but you saved Olin's potion this way. It took you some time, but the Prowler is safe in the end.* . Continue the Exploration.

A80

The young tamer sits by a building and looks at the Windraiser with melancholy in his eyes.

"I thought I could face it," he says quietly. "I thought my Bolb could tackle it. But as a swamp mystling, it had a disadvantage on dry land. It's a shame I had to bother you, chief. I will train harder."

- Gain the "**Forest Predators**" part **3** status – *You've learned Bolbs' weakness.*
- Continue the Exploration.

Shadow of the Dragon

B0 Introduction

The shadow in the sky heads toward Caerberg, and you try to ignore the growing fear in your heart. If that thing really is a Dragon, will it attack the city? Or is it here because of some dire danger? The tremor, perhaps?

You shake the thoughts off and take a deep breath. You're exhausted. What if what you saw was the shadow of a bird flock cast over the cloud? No, you're not mistaken. It must have been a Dragon.

The forest is tranquil, as if unsure what awaits. No birds sing, no animals prowl, and no mystlings let out their distinct cries. Suddenly, the trees bend under a mighty gale striking the hill, which throws you to your knees. The chaos, the noise – it all makes the day even more surreal. You glance at your Golomo, who guards your other companion with its arms. Their bond is already strong, although it is only a couple of hours old.

Hints

Combat: Attacks that target multiple opponents might be useful.

- This is the last chance to change your starting companion who will assist you for the rest of the game. Take all cards behind the *Young Emberling* and *Young Iceling* dividers and look at both **Young Emberling** and **Young Iceling** cards to help you choose between the two. If you change the Mystling, adjust the Mystling Encyclopedia and Random Combats (cards of the chosen Mystling should be in the Encyclopedia, and the other Mystling should be in Random Combats). Return all unused cards behind corresponding dividers.

2: In a 2-player game, you cannot change the starting companions, as you already have both of them unlocked.

- If you **have** the **Young Emberling**, gain the "**Ember**" status.
- If you **have** the **Young Iceling**, gain the "**Ice**" status.
- Choose 2 Mystlings to accompany you during this Scenario.

Note: When playing solo you have no other choice than to take the Golomo and the Starting Mystling you've chosen in the first Scenario (Iceling or Emberling).

- Perform the Deck Construction.

Note: You can use all the cards from the Starting decks (20), your Mystling Action cards, and all cards unlocked at the end of the first Scenario. Remember that you need to create 2 decks (one for each Mystling).

- Go to Script B1.

B1

Your mystlings shift uneasily. They're on the verge of breaking into a run, unsure if they should follow their instincts or stay with you.

Several wild Golomos crawl from the ruins, looking longingly into the distance where the shadow disappeared. Some even head there, while others remain, still lured by the glowing stones buried within the ruins. You stand, enveloped by the noise of the forest. You must return to the city before dawn. But first, you must decide what to do about the Golomos.

Choose one:

- **Leave the Golomos in peace** – *You are uncertain if they could be the source of the tremors.* Go to Script B9.
- **Startle them with the help of your Golomo** – *You are sure they are a threat, and you cannot allow them to cause any more troubles.* Go to Script B5.

B2

The trees dance wildly in the wind, branches snapping loudly. You stumble through this mayhem, your only beacon the faint lights in the distance. To make matters worse, flocks of mystlings keep charging past you.

Trying to give a wide berth to a pack of fire beasts, you leave your path and fall into a shallow marsh. Suddenly, you realize you are one step away from a nest of Firples. They are notorious for their fierceness in defending their territory. You spot one of them, a creature with a flat snout, squinting little eyes, and nasty-looking yellow spikes crowning its head.

- Setup Combat:
  - **Arena:** card **13**, map **5**.
  - **Enemy Firple:** cards **68**, **69**, and **70**.
  - **2 Major Corruption:** B.
- Close the Adventure Journal and start the Combat.

B5

Your Golomo approaches its friends and shakes its arms frantically while uttering low grunts. The other Golomos look surprised and a little agitated, but they ultimately start walking in the direction where the enormous shadow has disappeared.

- Gain the "**Interference**" part **5** status.
- Go to Script B2.

B9

You shake your head. Those few Golomos couldn't possibly be responsible for the quakes, as most of them bury themselves in the moss and brambles for the night, and the rest curiously examine the buried ruins.

- Go to Script B2.

B11

The Firple's vicious sneer disappears. The mystling allows you to approach the nest, and you ensure that there are no cubs here. You show the Firple your interest in teaming up, and it seems eager. A feisty look returns to its eyes. For now, the Firple will be accompanying you from a distance, as you cannot maintain more than two strong connections between you and your mystlings.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
- Place card **71a** (*Firple* divider) and **70b** (your play area) in the Mystling Encyclopedia.
- Place cards **68**, **72**, and **73** and all Firple Action cards (6) behind the *Party* divider.
- Place card **69** behind the *Removed* divider.
- Clear the Arena.
- Go to Script B35.

B13

Human tracks lead west toward the rangers' makeshift encampment. You cannot return until you save the Windraisers.

Choose one:

- **Return to the rangers** (requires **token A** in **slot II**) – *The Windraisers flock around you, willing to follow you.* Go to Script B80.
- **Leave** – continue the Exploration.

B15

The Firple backs off, retreating into its nest. You stop your companion, waiting for a good moment to leave for Caerberg. The Firple approaches again, and you get tense. Fortunately, it brings some treasures it has gathered and bribes you to leave it alone.

- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Place card **71a** (*Firple* divider) in the Mystling Encyclopedia.
- Add a **Firple** Tier card to the Random Combats.
- Clear the Arena.
- Gain 3 Items.
- Go to Script B35.

B18

You spot a sizable shrub, its branches heavy with berries. While your mystling swallows a few, you examine hoof tracks leading to the east.

- You may ⌛ to gain 2 🔥.
- Continue the Exploration.

B23

You dig out a small wooden casket. Inside, you find an almost empty pouch and a picture of a tree with some technical notes. Wait, it is a map! It shows a network of tunnels inside the tree! You could follow them to emerge in the tree crown.

- Gain **Secret 21**.
- Gain 1 Silver.
- Lock Script B23.
- Continue the Exploration.

B24

The Firple backs off when it notices your hurt mystling. It snarls wickedly and waves its short arms, trying to scare you off. You didn't end up here voluntarily, so you flee without hesitation.

- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Firple* divider:** Add card **71** a-side up to the Mystling Encyclopedia.
- Add a **Firple** Tier card to the Random Combats.
- Clear the Arena.
- Go to Script B35.

B29

Oh, this is ... a find. You wince as you pick up some horrible-smelling joss sticks. They should help you lure the Windraisers from the tree. Despite your broad knowledge of mystlings, you can't imagine why anything in the world would be drawn to this pungent odor.

- Gain **Secret 20**.
- Lock Script B36.
- Continue the Exploration.

B33

The city's mystlings must have been ambushed here. You study the area, trying to make sense of the chaos. You discern the Windraisers' subtle tracks. Other trails, probably left by the giant beasts, head toward groves and lakes. One line of tracks ends abruptly as if the creature disappeared. Or took flight, maybe?

Your mystlings study the tracks along with you. And you can see that they are getting fired up for the upcoming challenge.

- Gain 1 🔥.
- ⌛.
- Continue the Exploration.

B35

You continue your walk toward the city, and it finally comes into view. At first, Caerberg appears as it always does, but as you near it, you begin to pick up alarming details. There is a new, deep crack in the wall, and one of the roofs behind it has caved in. You scan the city carefully now, but a familiar voice distracts you.

"Oh, so good to see you!"

It is Mildred, the ranger, rushing toward you. As always, her cheeks are tinted red, and her hair in disarray. The sight of your friend has a calming effect on you.

"I have been looking for you," she says, catching her breath. "You ... you're never gonna believe it. There was another quake soon after you had left, and all the creatures escaped! They went there."

Mildred is pointing in the direction where the shadow of the Dragon was headed. You frown, but before you have time to consider, the ranger adds:

"At least I know where the Windraisers are. Prowlers, I have no idea. The other bad news, however, is that predators hunt in the area. We must save the mystlings as fast as we can. Will you help me?"

How could you say no to that?

- Go to Script B64.

B36

You enter the camp and notice some strange, mystic symbols on the cloth of the tent. They are faded, and the material falls apart at the slightest touch.

- Perform the Test.

, once per Test: You may discard a card you just drew.
When you have 3 : The Test ends immediately. Resolve the matching outcome.

7 or less	*You find some trinkets under a mattress.*	, . Gain 1 Item. Continue the Exploration.
8	*You find a stash hidden under the campfire...*	. Go to Script B29.
9	*You find a stash hidden under the campfire...*	Gain 1 Item. Go to Script B29.
10 or more	*You find some trinkets under a mattress.*	. Gain 1 Item. Continue the Exploration.

B44

Under the shrub, heavy with juicy berries, you notice some irregular footprints leading toward the marsh in the south. And – what's that? A glint of metal in the bushes a little west from there?

- You may to Heal 3.
- Continue the Exploration.

B46

If **slot I** is **empty**, *there are still predators in the area and you must scare them off first;* continue the Exploration.

If **token A** is in **slot II**, *there is nothing more in the tree crown;* continue the Exploration.

Otherwise, choose one:

- **Leave** – continue the Exploration.
- **Enter the secret passage** – read on:

You crawl into a tree hollow and slowly make your way up through the tunnel inside the trunk. When you emerge near the top of the tree, you find yourself surrounded by air mystlings. The Windraisers let out surprised noises but quickly calm as they recognize you, their longtime friend and caretaker.

– Perform the Test.

: Ignore the effect below.
At the end of the Test: If you **have** at least 2, gain 1 Fatigue.
Once per Test: You may look at the 3 top Item cards, discard any of them, and return the rest in any order.

5 or less	*Some time and scrapes later, you emerge between the branches.*	Each Mystling gains 1. . Go to Script B77.
6	*Some time later, you emerge between the branches.*	. Go to Script B77.
7	*You find some treats hidden by the previous inhabitants of the tunnels.*	Gain 1 . Go to Script B77.
8 or more	*It was a long and painful journey.*	Each Mystling gains 2. Go to Script B77.

B49

If **any token** is in **slot I**, go to Script B101.

Otherwise, read on:

The damp, soft soil slowly turns into a wetland. There are many tracks left by large, uneven feet. Something menacing prowls around this area.

Choose one:

- **Explore the marsh** – go to Script B69.
- **Leave** – continue the Exploration.

B53

If **any token** is in **slot I**, go to Script B101.

Otherwise, read on:

The entrance to the cave reeks of rotting plants. The tracks on the muddy ground indicate that something large regularly enters the cave. One of the predators, perhaps?

Choose one:

- **Enter the cave** – go to Script B71.
- **Leave** – continue the Exploration.

B55

The moons are almost aligned. Only a sliver of sun is visible behind them.

If **token A** is in **slot III**, *something is happening;* go to Script B74.

Otherwise, read on:

Choose one:

- **Leave the forest** – go to Script B74.
- **Stay a little longer** – place **Secret 19** (it's the Secret you just revealed) face down in the Event slot. Set to 2. Place **token A** in **slot III**. Gain 1 Fatigue. Continue the Exploration.

B56

Hidden script

You spot strange prints on the ground – small, with angular edges as if they belonged to a child. And there are also small claw marks surrounded by blackened ground. Not charred, but… darker, dimmer. As if it had lost its brightness and color. Strange. It seems like the predator is not your only concern here. Keep your eyes open.

- Place a in front of you (if there isn't one already) – *You are more wary of your surroundings.*
- .
- Continue the Exploration.

B57

Hidden script

Deep among the bushes, you find an abandoned shovel close to suspiciously disturbed ground. Many things can be buried in the forest, but you hope this one is a stash of treasure.

- Gain **Secret 23**.
- Continue the Exploration.

B58

There's nothing interesting on the shore except for some rubbish left by hunters or wanderers, and you also spot heavy tracks heading west.

- Gain 1 Item.
- .
- Continue the Exploration.

B59

Elkthorns keep to the deepest groves where they hammer trees in their unquenchable rage.

If you **have** the "**Forest predators**" part **2** status, go to Script B60.

If you **have** the "**Forest predators**" part **3** status, go to Script B61.

Otherwise, go to Script B62.

B60

You've heard that the Furwing often rests in caves. The Furwing is a rather strong but slow mystling.

If you **have** the "**Forest predators**" part **3** status, go to Script B61.

Otherwise, go to Script B62.

B61

Young Bolbs prefer marshy terrains. People say they are robust mystlings.

- Go to Script B62.

B62

Note: Tracks on the Map may lead you to predators' lairs.

- Begin the Exploration.

B63

If **token A** is in **slot II**, *there is nothing more in the tree crown;* continue the Exploration.

If **slot I** is **empty**, *the Windraisers are scared and push you away with powerful gusts of wind. You must first dispose of the danger that troubles this forest. To do so, look for tracks left by beasts;* continue the Exploration.

Otherwise, read on:

The Windraisers hide within the thick canopy high above. Climbing the tree could prove dangerous – the bark could crumble, and the scared Windraisers may throw you down with a gust of wind.

Choose one:

- **Climb the tree anyway** – go to Script B94.
- **Lure the Windraisers down** (requires **Secret 20**) – go to Script B67.
- **Leave** – continue the Exploration.

B64

You follow Mildred and arrive at the rangers' makeshift camp, where you see a wounded man on a stretcher and a bruised Fale, a water mystling, curling up to him.

Mildred points toward a glade with an ancient tree growing in the middle.

"Windraisers are east of here, hidden among the leaves of the ancient tree, but they are scared of local predators, so they won't climb down. And we are in danger without your combat experience. You can see the result of an Elkthorn ambushing us. Unfortunately, we don't know where the Prowlers went. Maybe even further east?"

Elkthorn could attack humans, but only if they entered its territory. And the ancient tree is in the center of a glade, not a grove. Was the mystling still agitated after the earthquake? Or is something else going on?

You nod and consider your situation. One, you must get rid of the predators; intimidating or defeating one should also be enough to scare the others. Two, you must calm down and escort the Windraisers to safety. It probably won't be easy. You've already seen how they behave when scared...

Rangers have equipment you may need during your task – they can give it to you for a low price. But then, you must hurry and rush toward the glade indicated by the rangers.

- You may spend 2 Silver to draw 3 Equipment, gain 1 of them, and discard the rest.
- Open **Map 3**.
- Place **Secret 18** face down in the Event slot. Set to 2 – *Windraisers are in danger; the faster you save them, the better.*

If you **have** the "**Forest Predators**" part **1** status, go to Script B59.

If you **have** the "**Forest Predators**" part **2** status, go to Script B60.

If you **have** the "**Forest Predators**" part **3** status, go to Script B61.

Otherwise, go to Script B62.

B66

If **any token** is in **slot I**, go to Script B101.

Otherwise, read on:

Hoofprints disappear into a dense grove. You haven't heard any birds or seen animal tracks for some time. No doubt you are on your way to a predator's lair.

Choose one:

- **Enter the grove** – go to Script B73.
- **Leave** – continue the Exploration.

B67

You set up the incense around the tree and prepare some treats gathered from the nearby bushes. You hope the mystlings will take an interest in your lure and forget about the potential danger.

- Perform the Test.

Mystling: Ignore the effect below – *it helps you with directing the smoke in a specific direction.*
When you draw a : Discard 1 drawn card with value 1 (if you have any).
Once per Test: If **token A** is in **slot I**, you may add or subtract 2.

5 or less	*The Windraisers don't seem interested in your attempts.*	. . Continue the Exploration.
6	*One by one, the Windraisers float down the tree.*	. Discard **Secret 20**. Go to Script B77.
7	*The Windraisers float down the tree.*	Discard **Secret 20**. Go to Script B77.
8 or more	*It will take something more to lure the Windraisers down.*	. You may gain 2 Fatigue or spend to discard **Secret 20** and to go to Script B77. Otherwise, continue the Exploration.

B68

You shake off the unsettling feeling and focus on what's important right now. You will think about these... events, this tragedy later. But right now, you must pursue the invaders from, probably, the other side of the gap in reality, from the world basked in darkness.

You must also check on Caerberg – who knows what happened to the city during the powerful earthquake that shook the ground when you were at the ruins? You also hope that the invaders didn't go there. If they could defeat the Dragon Guardian...

What's worse, you still remember the visions: the floating islands with the red crystal. And the feeling of loneliness when lost in the darkness. But you will focus on this problem later.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 02** to **Explored**.
- Remove **Worldmap card 01**.
- Gain **Worldmap card 03**, Unexplored side up – *Your town awaits your return.*
- Gain **Worldmap card 04**, Unexplored side up – *The assailants from the dark world are getting away!*
- Slot cards as in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 less for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

B69

When you see bubbles appearing on the water's surface, you know the time for a fight is coming. You take a step back and ask your creature to prepare. Soon, a wild mystling covered in mud and algae emerges and bellows loudly.

- Setup Combat:
  - **Arena:** card **5**, map **5**.
  - **Enemy Young Bolb:** cards **29**, **30** and **31**.
  - **Major Corruption: A**.
  - **Modifiers:**
    - If you **have** the "**Forest Predators**" part **3** status, use Arena card **6** instead of Arena card **5** – *Knowing about Bolb's affinity with water, you flee to a patch of dry land.*
- Close the Adventure Journal and start the Combat.

B71

You don't even need to delve deep into the cave. Two yellow eyes appear in the shadows, and the smell of musk assaults your nostrils. You take a few steps back, asking your companion to prepare for a fight.

- Setup Combat:
  - **Arena:** card **15**, map **1**.
  - **Enemy Furwing:** cards **83**, **84** and **85**.
  - **Major Corruption: B**.
  - **Modifiers:**
    - If you **have** the "**Forest Predators**" part **2** status, place Furwing Special ability token on a space 5 (instead of 4) – *You lure the Furwing into the nearby lake to slow it down.*
- Close the Adventure Journal and start the Combat.

B72

Hidden script

You find an old camp among the short trees – a faded tent, an overgrown fire pit, and a rusty spoon.

- Gain **Secret 22**.
- Continue the Exploration.

B73

The noise of a falling tree heralds the arrival of the predator. Its eyes burn with unquenchable fury; the muscles bulge under the layer of thick hide. You hope you're not biting off more than you can chew.

- Setup Combat:
  - **Arena:** card **10**, map **2**.
  - **Enemy Elkthorn:** cards **51**, **52** and **53**.
  - **Major Corruption: B**.
  - **Modifiers:**
    - If you **have** the "**Forest Predators**" part **1** status, use Arena card **11** instead of Arena card **10** – *Smoke is the only thing you know that repels Elkthorns. You manage to set a pile of damp leaves on fire just before the fighting starts.*
- Close the Adventure Journal and start the Combat.

B74

- Discard **Secret 19** (it's the Secret you just revealed).

If **token A** is in **slot II**, go to Script B76.

Otherwise, go to Script B78.

B75

You find some leftovers but nothing more. However, you spot hoofprints leading east and a flash of colorful material in the western grove.

- Gain 1 Item.
- ⌛.
- Continue the Exploration.

B76

You return to the rangers with a flock of Windraisers following you obediently. When you are about to discuss what to do next...

- Gain the "**Empathy**" part **2** status.
- Go to Script B78.

B77

The Windraisers are finally on the ground. They seem confused, but as they look in the direction opposite of Caerberg, you also sense a surprising aura of longing around them. But they obediently follow you as you go down the rangers' trail west and escort the mystlings to the city.

- Place **token A** in **slot II** – *You saved the Windraisers. It's time to return to the rangers by following their footprints. If you haven't scared the predator yet, you may want to hunt it down so that it doesn't harm anyone in the future. Otherwise, spending any more time in the forest will be a waste, as there is nothing left to discover here.*
- Continue the Exploration.

B78

The sky in the east is suddenly rent by a pitch-black vertical line that grows wider and wider. The moons are perfectly aligned, obscuring the sun and casting a deep shadow over the world.

You are standing with your head raised, awestruck. What does that mean? Are the legends about the Eclipse true?

The ground trembles when an enormous silhouette appears on the horizon, beating its dark wings. It is the shadow you've seen before. This time, there are no doubts – it IS a Dragon Guardian, a mythical beast, one of the most powerful entities in the world.

The Dragon is headed toward the black line splitting the horizon which grows wider, revealing an alien sky beyond. You notice something following the beast – a flock of airborne mystlings, perhaps? Your knees tremble when you think about the possible consequences of the events unfolding before your eyes. But there's no time to hesitate.

You must follow the Dragon. The other city's creatures might be there. And, even if they aren't, you must see what is going on, and then decide if Caerberg must be evacuated.

- End the Exploration.
- Go to Script B100.

B78

B79

The cave is empty, except for some rubbish left by its previous inhabitant. Maybe you will find something else in the other cave?

- Gain 1 Item.
- ⌛.
- Continue the Exploration.

B80

The flock of Windraisers huddles nearby while you speak with the rangers.

"We will take them to the city," one says. "We prepared a hearty meal for you and your mystlings in the meantime."

While you rest, the ranger continues:

"But we still have a problem. The city's three Prowlers are missing. Moreover, we've seen the enormous shadow and those wild mystlings following it. We fear that our other air friends might have gone after the shadow as well. We know that you're exhausted, but ... can you try to find them as well?"

"Of course," you say, knowing well that's your job. You look at the sky...

- Heal 6.
- Gain the "**Empathy**" part **2** status.
- Go to Script B78.

B81

The Bolb bellows loudly when your creature launches another attack. It retreats north, trampling reeds and bushes. You hope that this victory will also scare other predators, at least temporarily.

- Place **token A** in **slot I** – *The danger is gone.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Young Bolb* divider:** Add card **32** a-side up in the Mystling Encyclopedia.
- Add **Young Bolb**, **Furwing**, and **Elkthorn** Tier cards to the Random Combats.
- Clear the Arena.
- Choose one:
  - Gain 2 Items.
  - Heal 5.
  - Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn card back to the Advancement deck.
- Continue the Exploration.

B82

Your companion hides behind you. You scan your mind for ideas and options, planning an escape route. But suddenly, another mystling swoops down from the sky. A giant, bearlike monster with fur-covered wings attacks the weakened Bolb. The distraction buys you time to run away and, hopefully, save the Windraisers.

- Place **token B** in **slot I** – *The danger is gone for now, but it can return anytime soon.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Young Bolb* divider:** Add card **32** a-side up to the Mystling Encyclopedia.
- Add **Young Bolb**, **Furwing**, and **Elkthorn** Tier cards to Random Combats.
- Clear the Arena.
- Continue the Exploration.

B83

The moment the hulking predator stops fighting, you smile. You know you've won. The Bolb sits on the ground and looks at you curiously as you call off your mystling and stroke its head with gratitude. You approach the Bolb and extend your hand slowly, ready to dodge if it decides to attack. But it doesn't. Instead, it touches you with a dirty paw.

A good start, you would say. If you spend more time together, you think you can make a connection.

You hope this victory will also scare away other predators, at least temporarily.

- Place **token A** in **slot I** – *The danger is gone.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Young Bolb* divider:** Place card **32** a-side up to the Mystling Encyclopedia.
- Add card **31** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **29**, **33**, **34** and all Young Bolb Action cards (6) behind the *Party* divider.
- Place card **30** behind the *Removed* divider.
- Add **Furwing** and **Elkthorn** Tier cards to Random Combats.
- Clear the Arena.
- Continue the Exploration.

B84

The Furwing roars when your companion launches another attack. It takes off flying over the glade, shedding musky fur in its wake. You hope this victory will also scare away other predators, at least temporarily.

- Place **token A** in **slot I** – *The danger is gone.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Furwing* divider:** Add card **86** a-side up to the Mystling Encyclopedia.
- Add **Furwing**, **Elkthorn**, and **Young Bolb** Tier cards to Random Combats.
- Clear the Arena.
- Choose one:
  - Gain 2 Items.
  - Heal 5.
  - Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn card back to the Advancement deck.
- Continue the Exploration.

B85

Your companion hides behind you. You scan your mind for ideas and options, planning an escape route. But suddenly, a large two-legged monster with bulging muscles, a thick hide, and large antlers protruding from its head charges from behind the trees at the weakened Furwing. The distraction buys you time to run away and, hopefully, save the Windraisers.

- Place **token B** in **slot I** – *The danger is gone for now, but it can return anytime soon.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Furwing* divider:** Add card **86** a-side up to the Mystling Encyclopedia.
- Add **Furwing**, **Elkthorn**, and **Young Bolb** Tier cards to Random Combats.
- Clear the Arena.
- Continue the Exploration.

B86

The moment the hulking predator stops fighting, you smile. You know you've won. The Furwing flies off to perch on a rock and looks at you curiously as you call off your companion and stroke its head to show your gratitude. You approach the Furwing and extend your hand slowly, ready to dodge if it decides to attack. But it doesn't.

Instead, it touches you with a dirty paw.

A good start, you would say. If you spend more time together, you think you can make a connection.

You hope this victory will also scare away other predators, at least temporarily.

- Place **token A** in **slot I** – *The danger is gone.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- Place card **86a** (Furwing divider) and **85b** (your play area) in the Mystling Encyclopedia.
- Place cards **83**, **87**, **88** and all Furwing Action cards (6) behind the *Party* divider.
- Place card **84** behind the *Removed* divider.
- Add **Elkthorn** and **Young Bolb** Tier cards to Random Combats.
- Clear the Arena.
- Continue the Exploration.

B87

The Elkthorn roars when your creature launches another attack. It backs away; the rage in its eyes becomes fear. With a whimper, it jolts deeper into the grove, trampling shrubs on the way. You hope this victory will also scare away other predators, at least temporarily.

- Place **token A** in **slot I** – *The danger is gone.*
- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Elkthorn* divider:** Add card **54** a-side up to the Mystling Encyclopedia.
- Add **Young Bolb**, **Furwing**, and **Elkthorn** Tier cards to Random Combats.
- Clear the Arena.
- Choose one:
  - Gain 2 Items.
  - Heal 5.
  - Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck.
- Continue the Exploration.

B88

Your companion hides behind you. You scan your mind for ideas and options, planning an escape route. But suddenly, a lumpy, swamp-reeking monster with a hulking posture charges from behind the trees at the weakened Elkthorn. The distraction buys you time to run away and, hopefully, save the Windraisers.

- Place **token B** in **slot I** – *The danger is gone for now, but it can return anytime.*
- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Elkthorn* divider:** Add card **54** a-side up to the Mystling Encyclopedia.
- Add **Young Bolb**, **Furwing**, and **Elkthorn** Tier cards to Random Combats.
- Clear the Arena.
- Continue the Exploration.

B89

The moment the wrathful predator stops fighting, you smile. You know you've won. The Elkthorn runs off to trample young trees and smash limestone. It looks at you curiously as you call off your creature and stroke its head to show gratitude. You approach the Elkthorn very slowly and stop each time it snorts. When you are close enough to touch it, you wait for it to make the next move. It doesn't attack – a good sign. Instead, it recoils, draws closer, and nudges you with its antlers. A good start, you would say. If you spend more time together, you think you can make a connection.

You hope this victory will also scare away other predators, at least temporarily.

- Place **token A** in **slot I** – *The danger is gone.*
- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Elkthorn* divider:** Add card **54** a-side up to the Mystling Encyclopedia.
- Add card **53** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **51**, **55**, **56**, and all Elkthorn Action cards (6) behind the *Party* divider.
- Place card **52** behind the *Removed* divider.
- Add the **Young Bolb** and **Furwing** Tier cards to the Random Combats.
- Clear the Arena.
- Continue the Exploration.

B91

With a last-ditch effort, your mystling pushes the Shadeclaw away. It yelps and runs toward the winged figure, who picks it up with surprising tenderness. You feel the gaze of their fiery eyes before they turn back, flee south, and disappear among the trees. You hear the Dragon sigh behind you. The visions are returning...

- Each Mystling which took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Young Shadeclaw* divider:** Add card **151** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Gain the "**Light in the Shadow**" part **1** status.

Choose one:

- **Focus on the visions** – go to Script B102.
- **Focus on the Dragon's emotions** – go to Script B103.

B93

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script B104.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this Combat, you may set it up following the standard Mystling setup rules (but place the Mystling standee on the space from which your previous Mystling was discarded) and continue the Combat. Otherwise, go to Script B104.

B94

You attempt to climb the tree. If you get to the top, the Windraisers will certainly recognize you and follow you back to the ground.

- Perform the Test.

Start of the Test: If **token B** is in **slot I**, look at the 3 topmost Items and discard all cards without a – *Windraisers fear that the danger may return.*

When you have 3 : The Test ends immediately. Resolve the matching outcome.

, once per Test: You may add 3 to your Test.

7 or less	*Gusts of wind prevent you from scaling the tree.*	. Continue the Exploration.
8	*Somehow, you managed to climb the tree.*	. Go to Script B77.
9	*The climb was easier than expected.*	Go to Script B77.
10 or more	*A powerful gust of wind forces you to retreat. It's too dangerous right now.*	. Continue the Exploration.

B97

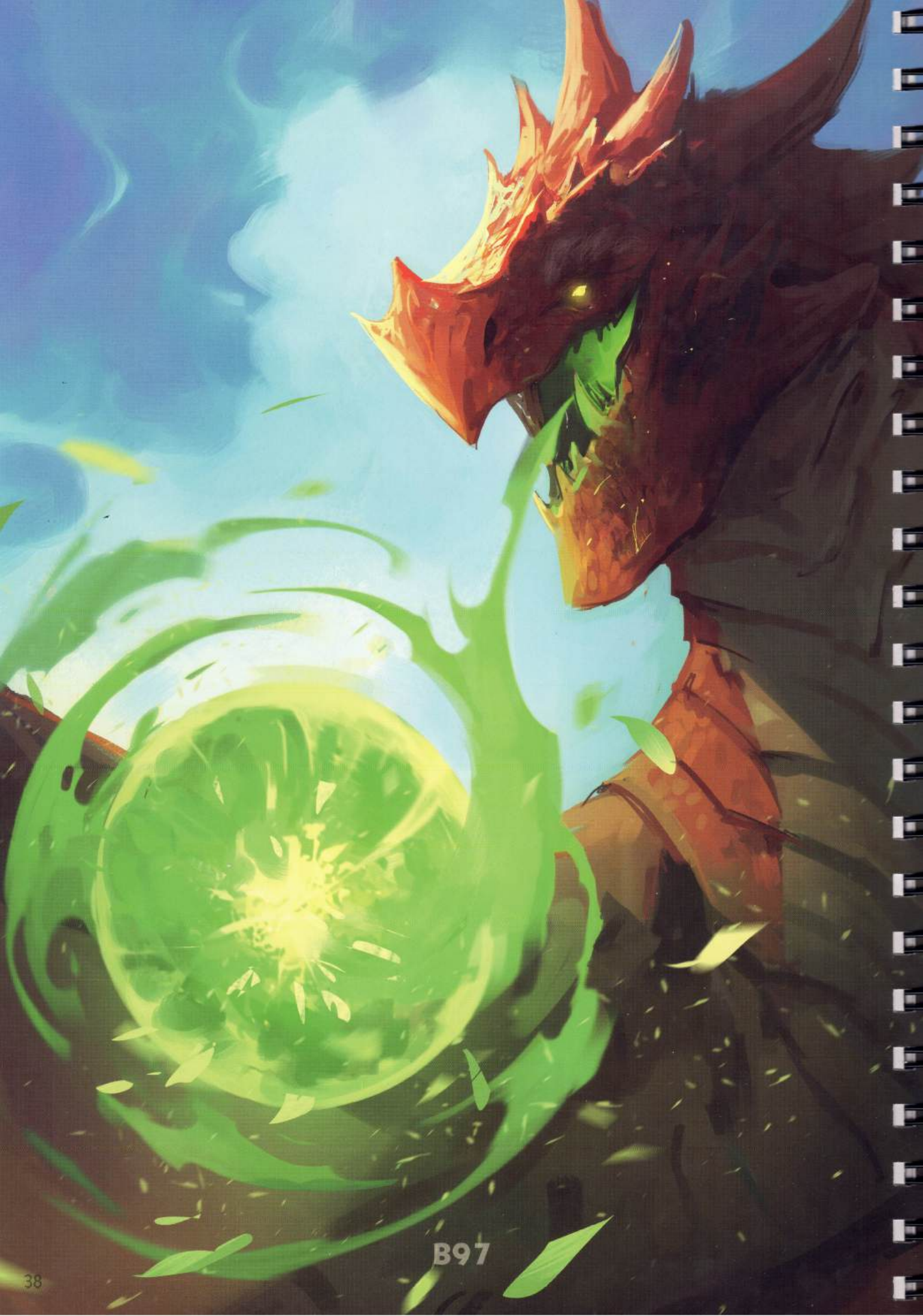
You're snapped out of your thoughts as the Dragon abruptly jumps away from the portal and roars for the last time. From its mouth, a stream of pure energy strikes the dark line. The line gets thinner and thinner until it's no wider than a finger. The stream also diminishes as the Dragon coughs and spits blood.

Eventually, the Dragon falls to the ground but raises its head to look at you. Then, it sighs wearily, and your skin prickles as it is enveloped by warm air. The Dragon doesn't draw another breath, though. Its open eyes grow cloudy.

You look around, overwhelmed, and see that some mystlings finally get up from the ground and look at you with fear and respect. Then, they scatter and escape. You look down at your own hands and you want to escape, too. They shimmer with a strange light that sinks into your skin, making you dizzy and scared. Finally, the gleam disappears, and you feel oddly energized. You don't like this feeling at all.

- Gain 1 Essence.
- Go to Script B68.

(See the art on the next page)


B97

B100

You run between the trees toward the dark line in the sky, now wide enough to resemble a gaping hole, seeping liquid darkness into the world.

You hear unsettling noises: mighty roars, mystling cries, and shouts in a guttural language you don't recognize. There is also the clamor of metal striking against stone and other equally unsettling sounds.

When you finally arrive, the sounds of battle are long gone. You see the Dragon – a creature even larger than you've imagined – blocking the bottom of the gap in reality with its body. It exudes an unyielding aura of dignity. Is it a Dragon Guardian of the Earth? From where you stand, the gap resembles a portal into a dark reality. The sky inside it is black; there is no moon or sun, only a few dim, glimmering stars. You hear howling from the other side and angry shouts.

There are broken weapons – you've never seen steel shaped in such odd shapes – and the bodies of unconscious mystlings scattered around the portal. You recognize some of them: Golomos from the ruins and Prowlers from Caerberg. They are alive, fortunately. They have probably helped the Dragon defend the area from whatever emerged through the portal. The weapons, the pieces of armor… they all scratch an itch in your mind, a memory connected to the ruins you explored yesterday. But you can't tell exactly what it was.

You finally focus on the Dragon, wounded and bleeding. It makes a poignant wail that resounds in your soul. It evokes strange feelings and visions. You suddenly see an underground area and something shining in the darkness. Loneliness and despair. There are also floating islands, an enormous red crystal hovering among them. They evoke warmness, peace.

The visions disappear when the Dragon growls, and you hear a rustle behind you. Startled, you turn to notice a tall figure of a… monster. They are neither mystling nor animal. They have a roughly human silhouette, dark wings, a gaunt face with black eyes, and something glistening at their fingertips. You immediately think of the realm you saw behind the tear in the sky. And of those who wounded the Dragon.

You hear a snarl and look down to realize that the humanoid monster has its own mystling, a beast with a shadowy, even smoke-like form, crouching at the monster's ankles. The only fixed thing in its half-material body is its malicious, gleaming eyes and sharp teeth.

The winged figure speaks, their voice reminding you of the large grinding stones inside windmills. They point at you, and their mystling becomes more agitated. You suddenly feel threatened – and so does your companion, who jumps forward to defend you.

You glance at the Dragon – it looks at you sadly, powerless. It uses all its strength to keep the portal closed.

– Setup Combat:

- **Arena:** card **27**, map **2**.
- **Enemy Young Shadeclaw:** cards **147**, **148**, and **149**.
  Note: This Enemy uses Summons. Also, during this Combat you won't be able to tame your Enemy.
- **Major Corruption: B.**
- **Modifiers:**
  - Place 1 Shadow in a chosen space.
  - If you **have** *you've expected an ambush*; discard the previously placed Shadow from the Arena.

– Close the Adventure Journal and start the Combat.

B101

The predator's lair is empty. It should be safe to rake it…

Choose one:

• **Search the lair** – Gain 2 Items or Heal 3. Continue the Exploration.

• **Leave** – continue the Exploration.

B102

The visions return, much stronger than before:

The dark area underground. A slender mystling cries in solitude, its white skin shimmering with every color. It yearns for light; it longs for its children.

Several hovering islands connected by many ropes. A red crystal bustling with energy keeps them afloat, but it gets dimmer. Under the eerie, surreal place, a turquoise lake sprawls.

You feel the Dragon urging you to find those places and…

– Go to Script B97.

B103

You open yourself to the Dragon's feelings, trying to understand its needs, and you're overcome with a feeling similar to the one you have when you make a bond with a mystling, but tenfold stronger.

The Dragon is trying to protect the world from an ancient danger that once cast darkness over those lands.

It is desperate, thus needing strength from an inferior entity – you.

It wants to see its siblings again and knows its wish won't come true; it's dying.

Its siblings are in danger, trying to close other portals.

And you, human, must find the places from the visions…

– Go to Script B97.

B104

Your creature is scared and hurt. You can't allow it to go any further! You call your companion back, and it slumps on the ground behind you. You think of a way out of this situation, but it appears unneeded.

You hear the winged figure speaking once again in its guttural voice – the Shadeclaw comes to heel. It turns around and leaves. The figure looks at you over its shoulder, but you don't feel hostility. Why did it even attack in the first place? Was the battle a misunderstanding all along?

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Young Shadeclaw* divider:** Add card **151** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Go to Script B97.

Aftershock

C0 Introduction

It feels like a lifetime since you left Caerberg in search of the source of the tremors. Now, the time has come to return and ensure the safety of the town and its folk, all so dear to you. Your mind often strays to those ominous beings who killed the Dragon Guardian. They have entered your world through that uncanny portal and may still be lurking unseen. You are determined to protect Caerberg at all costs.

But there is a more pressing matter on your mind which you have kept secret from everybody. Since you met the Dragon, you haven't been fully yourself. You are plagued by blurred, disturbing visions of islands floating in the air; terrible headaches always accompany the sensation. You must learn more about these sites from your dreams. What significance do they hold for you?

Hints

Combat: You may encounter one of the previous Enemies in a Random Combat.

Other: and Mystlings will be useful.

Choose one:

- **Reconsider** – choose another available Scenario from the World Map.
- **Start the Scenario** – read on:

– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.

If you **have** the "**Time Passes**" status, go to Script C1.

Otherwise, go to Script C2.

C1

From afar, you see that Caerberg suffered severely from the quake – the walls surrounding the city crumble in many places. The sky is shrouded by wisps of dark smoke, reminding you of fire started years ago by a stray Flitterspark. You hear the shouts of people scrambling to organize.

Wild creatures of all sorts and tempers amass before the ruined gate. Your experience tells you that in such situations, trouble is a spark that catches stray kindling, so you are determined to challenge the most aggressive mystling and thus show the others who is in charge here. The town needs no more problems, after all.

- Gain the "**Future of Caerberg**" part **3** status.
- Go to Script C4.

C2

When you set off for the town, the moons separate, and the sun finally rises. Your head is still full of images you cannot comprehend.

The Eclipse and all those gaps in reality, the dying Dragon Guardian, and the ominous human-like creature were enough to baffle anybody. Still, it was only the beginning of wonders. The body of the dead Dragon began to transform rapidly until it became a low hill overgrown with grass, flowers, and trees. You wish you hadn't been in a hurry. You would have loved to explore it just to make sure you weren't hallucinating.

The future of the town, however, seems more precious to you. As you head there, you cannot help noticing that a flock of mystlings that witnessed the Dragon's death decide to follow you. They are curious and impossible to chase away, which isn't good. A conglomeration of mystlings of all sorts and tempers does not bode well.

From afar, you can see that Caerberg suffered severely from the quake – the walls surrounding the city lie crumbling in many places. Fortunately, you already hear shouts of people organizing themselves to help each other.

There are even more creatures amassed in front of the ruined gate. Your experience tells you that in such situations, trouble is a spark that catches stray kindling, so you are determined to challenge the most aggressive mystling and thus show the others who is in charge here. The town needs no more problems, after all.

- Go to Script C4.

C3

If you **have** the "**Time Passes**" status, go to Script C6.

Otherwise, read on:

You wonder which problem to tackle first when two people approach, interrupting your thoughts. "The library is in flames!" one shouts.

"The fire spread from the ruins of Hazel's shop," the other says.

You spot another thick plume of dark smoke against the blue of the sky. You falter, unsure what to do. The library is more important, but there must be people helping already. The fire in the ruins is probably spreading as well, but is also less dangerous.

- Discard **Secret 24** (it's the Secret you just revealed).
- Place **Secret 26** face down in the Event slot. Set to 4 – *You don't really have much time. You'd better hurry or your time runs out before you solve any of your problems.*
- Gain **Secrets 28** and **29**.

Choose one:

- **Help the people by the library** – go to Script C8.
- **Fight the fire at the ruins of Hazel's shop** – go to Script C90.

C4

You advance, your mystlings by your side. The aggressive creature shifts its focus directly to you.

- Set up a Random Combat.
- Close the Adventure Journal and start the Combat.

C5

Hidden script

If **any token** is in **slot I**, *you have already saved the Prowler*; continue the Exploration.

Otherwise, read on:

A terrified Prowler hides on the roof. You whistle softly to encourage it to come down, but the creature refuses to budge.

Choose one:

- **Climb the building and help the Prowler down** – go to Script C9.
- **Send your mystling to help the Prowler** (requires an Mystling) – go to Script C11.
- **Leave** – continue the Exploration.

C6

Two agitated men approach, flailing their arms.

"Where have you been?" they shout angrily. "Where were you when we needed your help?"

But there is little time for such reproaches. If they want your help now, they must leave you to your work.

- Discard **Secret 24** (it's the Secret you just revealed).
- Place **Secret 26** face down in the Event slot. Set ⏳ to 4 – *You don't really have much time. You'd better hurry, or your time will run out before you solve any of your problems.*
- Perform the Test.

When you have 3 🔱: The Test ends immediately. Resolve the matching outcome.

7 or less	*You manage to get rid of the troublemakers, but they took some of your time.*	⏳. Continue the Exploration.
8-9	*You manage to get rid of the troublemakers.*	Continue the Exploration.
10	*The troublemakers apologize for having any suspicions and give you supplies to further the repair efforts.*	Gain 2 Items. Continue the Exploration.
11 or more	*You get entangled in a discussion.*	⏳⏳. Continue the Exploration.

C7

After a brief greeting, Alvin spins the tale about his night.

"I left the library, and I went home to train the Gaiadon. Following your guidelines, of course!" He winces with pain after making an abrupt motion with his hand. "I stayed up late and lost track of time. Then a powerful quake snapped me from my focus. A heartbeat later, the ceiling collapsed. I thought I was done for.

"But no! Gaiadon enveloped us with a barrier of leaves, pieces of the roof sliding off. I felt a connection to my lovely creature. I felt its emotions: love and care. It was just like you told me...

"Then, slates fell on my shin." He chuckles. "And on my head. And I'm here, recovering. When this is all over, I think I will explore the woods around the town. I can't stop thinking about all the experiences and training I can get in these troubled times."

Choose one:

- **Encourage him** – *He will learn by practice.* Gain the "**Eager Tamer**" part **1** status. Continue the Exploration.
- **Discourage him** – *Advise him to not leave the city until you deem him ready.* Gain the "**Eager Tamer**" part **2** status. Continue the Exploration.

C8

- Perform the Test.

Mystling: Ignore the 🔱 effect.
Mystling: Ignore all 💥.
At the end of the Test: If you **have** at least 2 🔱, ⏳.

6 or less	*Your creatures and you managed to quell the fire but not without some burns.*	⏳. Each Mystling gains 1💥. Go to Script C98.
7	*Your creatures and you managed to quell the fire.*	Each Mystling gains 1💥. Go to Script C98.
8	*You quickly dealt with the fire and had time to approach the other one as well.*	Go to Script C95.
9 or more	*It took you some time. You ended up burned and blistered.*	⏳. Each Mystling gains 1💥. Gain 1 Fatigue. Go to Script C98.

C9

– Perform the Test.

At the end of the Test: For each pair of , gain 2.
, **At the end of the Test:** You may ignore up to 3.

5 or less	*You have managed to climb onto the roof, but it has taken a lot of time.*	. . Go to Script C11.
6-7	*You got onto the roof without any problems.*	Go to Script C11.
8-9	*This hasn't been the best climb of your life, but eventually, you managed to get onto the top.*	. Go to Script C11.
10	*Along the way, you have found a magpie's nest filled to the brim with trinkets.*	Gain 3 Silver. Go to Script C11.
11 or more	*What a failure!*	. Continue the Exploration.

C10

Having dealt with the wild creature from the forest, you enter the city through a damaged gate. People within carry the wounded on makeshift stretchers. Many buildings are in disrepair, some crumbled and others even leveled. At first glance, the town is in ruin, but as you look closer, you begin to believe that it's possible to rebuild, although not without extreme effort.

– Open **Map 4**.
– If you **don't have** the "**Local Hero**" part **2** status, place **token B** in **slot 1**.
– If you **have** the "**Local Hero**" part **2** status, place **token A** in **slot 1** – *You've returned the elixir to Olin.*
– If you **have** the "**Time Passes**" status, gain **Secrets 28** and **29** – *There was a fire during your absence.*
– Place **Secret 24** face down in the Event slot. Set to 2 – *You don't need to hurry. Take your time to assess the situation.*

If you **have** the "**Local Hero**" part **1** status, *You've repaired a malfunctioning machine yesterday*, go to Script C28.

Otherwise, go to Script C21.

C11

The Prowler is finally safe on the ground. The creature immediately runs off, his letter bag bobbing. Suddenly, a letter falls from the bag onto the ground.

Choose one:

- **Return the letter to the mystling** – place **token B** in **slot 1**. Continue the Exploration.
- **Take the letter with you** – place **token A** in **slot 1**. Go to Script C57.

C12

If you **have** the "**City in Ruin**" part **1** status, *you've already tried to repair the machine*; continue the Exploration.

Otherwise, read on:

"No hope," the engineer says. "I can't fix it. The machinery will run wild any minute now. We desperately need those water creatures to control the pressure. Without them, the pipes may burst."

You offer your help and the engineer ponders for a few moments.

"The only way to alleviate the situation is to fix the valve. I tried it myself, but without effect. It's rusted because of our negligence and our blind reliance on the creatures. Maybe it will work with you, though ... well, no harm in trying."

Choose one:

- **Try to fix the valve** – . Go to Script C15.
- **Scavenge surroundings** – *Maybe you'll find something that will help with the repairs?* . Gain 2 Items. Continue the Exploration.
- **Leave** – continue the Exploration.

C13

Hidden script

A window on the first floor is open, and cracks in the wall could offer a suitable foothold. If you wanted to break in there, you could easily do it. The thing is, why would a chief tamer want to break the law this way?

Choose one:

- **Climb it anyway** (requires **token A** in **slot II** or **token A** in **slot I**) – go to Script C68.
- **Leave** – continue the Exploration.

C14

If you **have Secret 27**, go to Script C17.

Otherwise, read on:

Hazel shivers on the bed, bandages across her ribs. Her open eyes focus on you the moment you enter the tent.

"Tamer!" she calls to you, her voice hoarse. "Come here."

You approach and ask how she feels.

"That's not important. My savings are still in my devastated shop. You must recover them. I will die otherwise!"

You ask yourself if the woman thinks about anything other than wealth.

Choose one:

- **Agree to help her** – *Hazel describes where to find and how to open the strongbox in the remains of her shop.* Place **token A** in **slot II**. Continue the Exploration.
- **Refuse** – *There is no time for such trivialities as money.* Go to Script C32.

C15

– Perform the Test.

At the end of the Test: If **token A** is in **slot IV**, ignore the effect below – *fiddling with the flooded tavern lessened the pressure in the pipe network.*

At the end of the Test: If you **have** at least 2 , .

, **once per Test:** You may discard all cards you have already drawn.

Mystling, once per Test: You may add 1 – *the creature helps with welding some metallic parts.*

5 or less	*Slowly, with the help of the engineer, you repair the machine.*	Gain 1 . Go to Script C16.
6	*The machine works once again.*	Go to Script C16.
7	*You and the engineer make a great duo. The work is done in no time.*	Gain 1 Item. Go to Script C16.
8 or more	*You've wasted a lot of time and energy.*	Spend or gain 1 Fatigue and 2 . Continue the Exploration.

C16

The machinery screeches and grates, letting out occasional clouds of steam, but after a moment of struggle it begins to work properly. You sigh with relief.

– Gain the "**City in Ruin**" part **1** status – *The machine operates properly, diverting water from a widespread pipe malfunction.*
– Place **token A** in **slot V**.
– Continue the Exploration.

C17

Hazel focuses her gaze on a rift in the ground nearby. You've recovered her savings. But... maybe you should keep it?

Choose one:

- **Give Hazel her savings** (requires Secret **27**) – go to Script C18.
- **You will keep them...** – continue the Exploration.

C18

Hazel grabs the money, but groans as she strains her bruised ribs. A smile appears on her face, and she suddenly looks younger.

"I knew I could count on you, tamer. I will repay you when I get better. When the world gets better."

- Discard **Secret 27**.
- Gain the "**Merchant's Favor**" part **2** status.
- Continue the Exploration.

C19

Olin avoids looking at his workshop – the ruins are visible from the infirmary. Instead, he shakes your hand and says:

"Thank you so much for your help yesterday. If it hadn't been for you and the experimental elixir, I wouldn't have been able to deal with the first wave of patients. Look around. It's a tragic sight, but ... people live, right? We have survived. If you or your creatures need help, just tell me."

- You may ⧖ to Heal 3.
- Continue the Exploration.

C20

Your mystling aids the nurses with fresh, cold water as they change bandages and clean wounds.

- Gain the "**City in Ruin**" part **2** status – *The infirmary has less work thanks to you.*
- Continue the Exploration.

C21

The sight of the ruined city brings tears to your eyes. The machines are broken. Several people shamble through the streets, their gazes wandering in disbelief. You approach a man with a twisted ankle and support him.

"A part of the city hall collapsed, tamer," he says, staring into your eyes. "The Duchess was wounded. How could you allow that? Where were you when we needed your assistance?"

You don't answer, reminding yourself that the man raves in pain. You help him arrive at the makeshift infirmary and ask a nurse about the situation in the city.

"It's bad," she replies. "Guards are occupied with the collapsed city hall, rangers run around almost aimlessly, and your tamers are exhausted from trying to overcome the mystlings' growing panic. We need you. Help the people of Caerberg. With your companions, you could do more than most of us."

Note: Try helping the city – gather as many parts of the "**City in Ruin**" status as possible.

1. *Some of the machines need repairs.*
2. *People in the infirmary need aid.*
3. *Some people may be in immediate danger.*
4. *Maybe you can convince the wild mystlings to help the city?*

- Begin the Exploration.

C22

The Shaded Tavern's kitchen was damaged during the tremors. The owners transformed their inn into a temporary shelter for those helping the city and moved to the unscathed library with their supplies to aid the masses hiding there. The tavern is left under the supervision of the innkeepers' sons – twin brothers each boasting large mustaches.

The tavern is almost empty – people aren't keen on sitting in partially flooded places. Only a few souls sit in the dark corners, whispering about the earthquake.

Choose one:

- **Speak with Ida** (only if you **don't have** the "**Time Passes**" status) – *You spot Ida, a nasty bruise on her forehead. She wanders between the tables, spinning her tales to keep up the survivors' morale.* ⧖. Go to Script C30.
- **Ask about Ida** (requires the "**Time Passes**" status) – *She's absent. You wonder if she's been hurt.* Go to Script C24.
- **Speak with the twins** – ⧖. Go to Script C27.
- **Rest for a while** – remove 1 Fatigue. ⧖. Continue the Exploration.
- **Leave** – continue the Exploration.

C23

The ruins radiate with unbearable heat – hardly anything could convince you to venture there.

Choose one:

- **Follow Hazel's hints** (requires **token A** in **slot II**) – each Mystling gains 3 (each Mystling gains 1 instead if you **have** a Mystling). Go to Script C41.
- **Leave** – continue the Exploration.

C24

You listen to gossip and learn that Ida has left for the Academy.

– Go to Script C22.

C25

If you **don't have** the "**Time Passes**" status, go to Script C23.

Otherwise, read on:

The ruins of Hazel's shop are a sad sight to behold. Fortunately, the flames are dying down; searching the rubble is possible, albeit risky.

Choose one:

- **Search the rubble** – gain 4 (gain 2 instead if you **have** a Mystling). Go to Script C54.
- **Follow Hazel's hints** (requires **token A** in **slot II**) – gain 4 (gain 2 instead if you **have** a Mystling). Go to Script C41.
- **Leave** – continue the Exploration.

C26

There are a lot of wounded people in the tent, but most look stable. Olin flits around the beds, tending to those in need. Fortunately, he is not alone - a few townspeople have volunteered to assist him. Your attention is drawn to an empty bottle of the elixir you found for Olin yesterday. There is also a large container filled with some tinted liquid beside it, likely the diluted draught.

Among the patients, you notice Hazel and Alvin, the latter's Young Gaiadon sitting at the foot of his bed. Since both Hazel and Alvin are safe, you begin to hope – maybe everything will be alright.

– Gain the "**City in Ruin**" part **2** status (if you **don't have** it already) – *People are in good shape thanks to the infirmary working well.*

Choose one:

- **Speak with Olin** – go to Script C19.
- **Approach Hazel** (only if you **have** Secret **27** or **slot II** is **empty**) – ⌛. Go to Script C14.
- **Approach Alvin** (only if you **have** no parts of the "**Eager Tamer**" status) – ⌛. Go to Script C7.
- **Leave** – continue the Exploration.

C27

If **any token** is in **slot IV**, *you've already spoken with the brothers*; continue the Exploration.

Otherwise, read on:

The brothers consider the flooded basement. Several pipes must have broken – they must be fixed sooner rather than later.

"How are we gonna approach this?" one wonders.

Choose one:

- **One of them should go there to repair the pipe** – *One of the twins sighs and prepares to swim.* Place **token A** in **slot IV**. Continue the Exploration.
- **Advise against going into the cellar** – *It's too dangerous.* Place **token B** in **slot IV**. Continue the Exploration.
- **Send your mystling to help** – *Your creature stops the water flow for a moment, giving the twins time to repair the damage.* If you **don't have** a Mystling, gain 1 Fatigue. Gain 1 Item and 1 Silver. Place **token A** in **slot IV**. Continue the Exploration.

C28

The sight of the ruined town brings tears to your eyes. Many essential machines are broken, but with relief you notice the one you helped repair yesterday is still operating. The townsfolk are also distraught – some walk aimlessly through the streets, their gaze wandering around in disbelief.

You approach a man with a twisted ankle and help support his weight.

"The city hall collapsed, tamer," he says, staring into your eyes. "The Duchess was wounded. How could you allow that? Where were you when we needed your assistance?"

You don't answer, reminding yourself that he probably raves in pain. You help him arrive at the makeshift infirmary and ask a nurse about the situation in the city.

"It's bad," she replies. "Guards are occupied with the collapsed city hall, rangers run around almost aimlessly, and your tamers are exhausted from trying to overcome the mystlings' growing panic. We need you. Help the people of Caerberg. With your companions, you could do more than most of us."

- Gain **Secret 25** – *Before the tavern was flooded, innkeepers had managed to build a makeshift dam. The cellar is filled with water, but the building is intact. You wonder how dire the situation would be if you hadn't repaired the machine yesterday.*

Note: Try helping the city – gather as many parts of the "**City in Ruin**" status as possible.

1. *Some of the machines need repairs.*
2. *People in the infirmary need aid.*
3. *Some people may be in immediate danger.*
4. *Maybe you can convince the wild mystlings to help the city? They gather around the windmills.*

- Begin the Exploration.

C29

"Here," an elderly woman says with a sad smile. "A roll for you. And a flower."

You look at her in surprise, but she encourages you with a nod.

"I am too old to help the builders," she adds. "My shop is still intact so this is the least I can do – hand people flowers and breadstuff. I hope it will help soothe the despair."

Choose one:

- **Chat with the woman** – *She doles out some treats to your creatures.* ⌛. Heal 2. Gain 1 🔥. Continue the Exploration.
- **Leave** – continue the Exploration.

C30

"Time has come to say farewell," Ida tells you unexpectedly.

You look at her in disbelief.

"Yes. I am headed to the Academy in the north. There is—" She bites her lip. "There is some business for me to attend there."

A journey? In such dreadful, ominous times? You begin to protest, but Ida cuts you off.

"I'm sorry, I have no choice."

Then she brightens up.

"But if you miss me, join me there. And don't forget to pop in at the local tavern. Say: 'I am thirsty for knowledge' and wink. The barkeeper will charge you half-price. Now, farewell, until we meet again."

- Gain the "**Academy Secrets**" part **8**.
- Continue the Exploration.

C31

The tent covers a makeshift infirmary. All those who have been injured in the earthquake are brought here and cared for by Olin and good-hearted volunteers.

If **token A** is in **slot I**, go to Script C26.

If **token B** is in **slot I**, go to Script C34.

(See the art on the next page)

C31

C32

Hazel shifts on the bed to face away from you. She groans as she strains her sore ribs.
"It will do her well," Olin says, approaching. "Come with me, and help me with Edgar. We must save his hand."

- Gain 2 Items.
- Place **token B** in **slot II** – *Hazel doesn't want to speak with you anymore.*
- Continue the Exploration.

C33

If you **have** the "**Time Passes**" status, go to Script C46.

Otherwise, read on:

You chance upon a group of disturbed tamers eagerly discussing a matter. As you approach, they stop talking and greet you with respect.

Choose one:

- **Talk about what has happened** (only if you **don't have** any part of the "**Tamers' Morale**" status) – ⌛. Go to Script C35.
- **Train with the tamers** (only if **slot III** is **empty**) – go to Script C100.
- **Ask about places from the visions** – ⌛. Go to Script C44.
- **Leave** – continue the Exploration.

C34

There are many injured people in the infirmary, tended by a few hard-working volunteers. You recognize familiar faces among the patients – Alvin and Hazel. Both seem to be sleeping or unconscious. Gaiadon, the boy's mystling, is sitting at the foot of his bed. You also spot Olin in the corner, busy preparing potions. He is pale and looks exhausted. The recent events must have taken a heavy toll on him.

Choose one:

- **Speak with Olin** (only if you **don't have** the "**City in Ruin**" part **2** status) – go to Script C38.
- **Heal your mystlings** (spend 2 Silver) – Heal 3. Choose again.
- **Help the wounded** – ⌛ or gain 1 Fatigue. Gain 2 Silver. Continue the Exploration.
- **Leave** – continue the Exploration.

C35

It appears that the tamers are filled with uncertainty and fear. They have seen unsettling things and heard frightening news about Dragons and portals. They have no idea what to make out of them. They look up to you, their chief tamer, and hope that you can make their fears go away.

Choose one:

- **Focus on the fact that a Dragon Guardian helped with the portal** – gain the "**Tamers' Morale**" part **1** status. Continue the Exploration.
- **Explain that the creatures of darkness are a serious threat** – gain the "**Tamers' Morale**" part **2** status. Continue the Exploration.
- **Admit that you don't know much, but you, tamers, are ready to face the hardships and challenges** – gain the "**Tamers' Morale**" part **3** status. Continue the Exploration.

C36

You enter the smithy and watch in awe as the blacksmith forms a white-hot arrow tip with careful hits from her hammer.

Choose one:

- **Buy equipment for the upcoming journey** (spend 3 Silver) – draw 3 Equipment cards, gain 1 of them, and discard the rest. Continue the Exploration.
- **Leave** – continue the Exploration.

C37

If **any token** is in **slot IV**, *you've already spoken with the brothers*; continue the Exploration.

Otherwise, read on:

The malfunctioning underground pipe system eventually burst, and a huge crevice opened to swallow the basement of the Shaded Tavern. You stand at the edge of it, shocked and awed, and look at the twin sons of the tavern keepers, hectically attempting to fix the damage.

You ask them if they need a hand.

"Maybe?" One of the brothers smooths his famously rich mustache. "The system is probably beyond repair. But we plan to salvage what we can."

"The supplies are under water," says the other one, picking at his mustache, as impressive as his brother's. "What should we do, brother?"

– ⌛.

Choose one:

- **One of them should dive to recover the lost goods** – *One of the twins sighs and prepares to swim.* Place **token A** in **slot IV**. Continue the Exploration.
- **Advise against going into the cellar** – *It's too dangerous.* Place **token B** in **slot IV**. Continue the Exploration.
- **Send your mystling to help** – *Your companion dives and returns with some goods. The brothers focus on repairing further damage.* If you **don't have** a Mystling, gain 1 Fatigue. Gain 1 Item and 1 Silver. Place **token A** in **slot IV**. Continue the Exploration.

C38

"The earthquake destroyed my workshop, and none of my concoctions have survived," Olin confesses. "I am hastily trying to cook up some more, but it's not that easy. What's worse, most of the creatures have fled, too, and a few of them possessed healing powers. We are left with what we have, and that is not a lot."

Choose one:

- **Let your mystling help** (requires a Mystling) – the Mystling gains 1 Fatigue. Go to Script C20.
- **Give him the potion you've found** (requires **Secret 02**) – go to Script C43.
- **Help Olin with your own hands** – ⌛. ⌛. Go to Script C39.
- **Leave** – continue the Exploration.

C39

The work in the makeshift infirmary is nothing but endless toil, but you decide to help Olin anyway.

– Gain the "**City in Ruin**" part **2** status – *The infirmary has less work thanks to you.*
– Continue the Exploration.

C40

You carefully remove a wooden beam and reveal the thin, trembling hand of a trapped person. The sight motivates you to make another effort. You strain and lift one more piece of rubble, and you see the terrified face of a teenage boy. You tell him not to move and promise that you will get him out. And yes, a minute later, the boy is free, battered and bruised, but otherwise unharmed. You escort him to the infirmary.

– Gain the "**City in Ruin**" part **3** status – *You've helped someone in need.*
– Continue the Exploration.

C41

The safe is almost unnoticeable among the rubble, yet you locate it and open it according to Hazel's instructions.

– Flip the token in **slot II** from A to **B** – *Hazel awaits you in the infirmary.*
– Gain **Secret 27**.
– Continue the Exploration.

C42

The library doors are open to those who've lost their homes and livelihood. Buckets filled with water are prepared in the vicinity. Slade, the librarian, observes the situation with a deep frown. The crowd in front of the library is growing steadily, and so is the atmosphere of gloom. No one laughs, and no one smiles. People seem anxious, and those who have taken stock of what they've lost can barely hold back their tears. The innkeeper's husband prepares meals in the field kitchen, but it doesn't bring any consolation.

Choose one:

- **Buy something** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Then, choose again.
- **Buy some universal equipment** (spend 4 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Then, choose again.
- **Speak with Slade** – go to Script C48.
- **Ask about mystlings** – *Maybe someone has an idea on what to do with the wild mystlings?* Go to Script C51.
- **Leave** – continue the Exploration.

C43

"Where did you find this?!" Olin exclaims. "Nevermind, nevermind. It's great you have it with you!"
The man snags the bottle from your hand and trots toward a small workstation where he starts preparing medicine from the mixture.

- Gain the "**City in Ruin**" part **2** status – *You've helped the people in the infirmary.*
- Discard **Secret 02**.
- Continue the Exploration.

C44

The tamers know next to nothing about places from the vision, but they listen to you intently, eager to learn the things you know. A trainee suggests that the Duchess may know something about the things that nag you. Her colleague also asks you to try your luck with the travelers in the tavern.

- Continue the Exploration.

C45

Hidden script

If you **have** the "**City in Ruin**" part **3** status, *you've been here already*; continue the Exploration.

Otherwise, read on:

Rubble lies in heaps everywhere. Still shocked by the damage, you carefully pick your way down the ruined street and study the level of devastation. Suddenly, you freeze as you think you hear faint screams. There is someone buried under the debris. Help is needed now!

- Perform the Test.

At the end of the Test: For each pair of , each Mystling gains 1.
Mystling, once per Test: You may once add 1.

7 or less	*Bruised and tired, you clear the rubble.*	Each Mystling gains 1. . Go to Script C40.
8-9	*You slowly clear the rubble.*	. Go to Script C40.
10-11	*Your creatures are fired up after helping the survivor.*	Gain 1 . Go to Script C40.
12 or more	*It's getting dangerous. You must rethink your approach.*	Each Mystling gains 1. . Continue the Exploration.

C46

You chance upon a group of disturbed tamers eagerly discussing a matter. You approach and they pause their conversation to greet you. However, you sense that their respect is not genuine. They seem to be harboring a grudge.

Choose one:

- **Talk to them about all that has happened** – go to Script C49.
- **Train with the tamers** (only if **slot III** is **empty**) – go to Script C100.
- **Ask about the places from the visions** – . Go to Script C53.
- **Leave** – continue the Exploration.

C47

The jagged ruins are a sad reminder of Hazel's shop, once well-stocked and bustling with trade. She is nowhere around so she may have got injured. You can try to look for her in the infirmary.

Choose one:

- **Search the rubble** – . Go to Script C54.
- **Follow Hazel's hints** (requires **token A** in **slot II**) – go to Script C41.
- **Leave** – continue the Exploration.

C48

If **token A** is in **slot V**, go to Script C52.

If **token B** is in **slot V**, *Slade once again thanks you*; continue the Exploration.

Otherwise, read on:

"Everything is wrong!" Slade exclaims. "People pile up my books and sit on them! The water has stopped flowing. The innkeeper and her husband make a ruckus with their kettles..."

You notice that he omits the topic of the earthquake. And that he seems outraged, yet ceaselessly brews herbal tea for all those he nags about.

"Where are the engineers when we need them? The machine past the tavern buzzes like crazy!" he complains. "Someone should do something about the water system! I can't live like a tramp."

– Continue the Exploration.

C49

"You missed quite a tragedy," a tamer says.

"Look around and see it for yourself," another one adds. "The town is ruined!

"We had to fend off the monsters ourselves," the third one states bitterly. "With no leader!"

"And the poor Duchess?" the fourth one complains. "She died when her ceiling collapsed. If you had been with us, somebody may have reached her in time to help her!"

And then awkward silence falls, and the tamers, so full of resentment a heartbeat ago, now seem a little confused.

– Go to Script C46.

C50

If you **have** the "**City in Ruin**" status part **4**, *you've already solved this problem*; continue the Exploration.

Otherwise, read on:

Mystlings wander in the streets of the city, visibly anxious. They seem to have no agenda here and most may decide to leave any minute, but it occurs to you that you may sacrifice a bit of time and together with other tamers persuade some creatures to help with repairing Caerberg.

Choose one:

- **Try your luck with the mystlings** – ⌛. Go to Script C78.
- **Leave** – continue the Exploration.

C51

A broad-shouldered miller, his hands dirty and scratched after hours of clearing the rubble, stop you to share his observation:

"You know what I've noticed? Those wild creatures don't just roam around. They hang around where the city ones usually work."

You thank the miller for the valuable tip.

– Place **token A** in **slot III**.
– Continue the Exploration.

C52

"Have you heard about the water?" Slade asks. "It was available for some time. People were finally able to wash and save some for another emergency. What bliss! I'm not particularly fond of people with dirty hands touching my books!"

You admit that you know about it since you helped return the water yourself.

"Did you?" Slade smiles. "Great, thank you! How can I repay you?"

You try to protest, but Slade pays no notice and pushes a few gifts into your hands.

– Gain 2 Items.
– Flip the token in **slot V** from A to **B** – *Repairing the machine with the engineer also helped the librarian.*
– Continue the Exploration.

C53

The tamers know nothing about places from the vision, but they listen to you intently, eager to learn what you know. A trainee suggests that you may ask around in the city hall, and then his face falls. There was a tragedy. The Duchess might have known about those locations, but she passed away in the disaster. If you don't want to disturb the ongoing investigation, you may try your luck with the travelers in the tavern.

– Continue the Exploration.

C54

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .
Mystling: You may ignore 1 .

5 or less	*There are some valuables among the debris.*	Gain 1 Item. Continue the Exploration.
6	*There are some valuables among the debris.*	Gain 1 Item or 1 Silver. Continue the Exploration.
7	*You find some intact equipment!*	Gain 1 random Equipment. Continue the Exploration.
8 or more	*The search takes more time than expected.*	. Gain 1 Silver. Continue the Exploration.

C55

"Listen to me, my fellow townsfolk!" Olin says. He is exhausted after long hours of work in the infirmary, but his voice rings out loud and clear. "These are difficult, uncertain times, and creatures of the dark roam the area. We must close the gates. I know that we haven't done it for 200 years, but our safety is of utmost importance! We must also send armed patrols to the neighboring villages to protect their inhabitants!"

People listen to Olin intently and nod their heads.

– Lock Script C55.

Choose one:

- **Support him** – . Gain the "**Future of Caerberg**" part **1** status. Go to Script C56.
- **Advise moderate caution** – *"Of course, we need to be on alert, but we must not close the gates. What if a wounded mystling seeks shelter from predators or a traveler needs help? With the gates closed, it might take too long to aid them."* . Gain the "**Future of Caerberg**" part **2** status. Go to Script C56.
- **Leave the crowd without a word** – go to Script C56.

C56

People stay in the square to discuss what they have heard, and Olin himself, tired after the entire day's toil, walks to the nearest tavern to rest. You hope his home and workshop will be rebuilt soon so that he can sleep in his own bed.

– Continue the Exploration.

C57

The letter is an intriguing thing to analyze. It contains sketches of the second floor of the city hall. The artist has also indicated that the best way to get into the building is to climb the wall to the right from the main entrance to the building and then sneak inside through the window. There are also some encrypted notes there. The letter looks like a burglary plan, and you feel relieved to have found it.

– Continue the Exploration.

C58

If **any token** is in **slot IV**, *you've already been here*; continue the Exploration.

Otherwise, read on:

The disturbing letter with the burglary plan comes to your mind as you enter the service room. Much to your astonishment, you see a young girl climbing through the window. Her face is concealed behind a black scarf. Frozen, she stares at you with wide, frightened eyes.

Choose one:

- **Frighten her away and tell her to flee** – *The girl disappears down the wall.* Place **token A** in **slot IV**. Continue the Exploration.
- **Call the guards** – *The guards arrive in no time and take over the case.* Place **token B** in **slot IV**. Continue the Exploration.

C59

This street leads toward the center of Caerberg, where the city hall is.

Choose one:

- **Leave this part of town** – You won't be able to return here. Go to Script C62.
- **You have more things to do here** – continue the Exploration.

C60

Several citizens meet you by the infirmary and offer you a small package.

"For your help," a woman with a bandage around her head says. "Your hard work showed us there's hope. We will prevail and rebuild our homes!"

- Gain 2 Items.
- Gain the "**Local Hero**" part **3** status.
- If you **have** all 4 parts of the "**City in Ruin**" status, gain 3 Silver.
- Go to Script C65.

C61

You can't tell how much time has passed since you started wandering around the city trying to help those in need. You are exhausted.

- Discard **Secret 26** (it's the Secret you just revealed).
- Go to Script C62.

C62

If you **have** at least **3** parts of the "**City in Ruin**" status, go to Script C60.

If you **have** at least **2** parts of the "**City in Ruin**" status, *people meet you at the gate and thank you for your help* – gain 2 Items and go to Script C65.

Otherwise, go to Script C65.

C63

If you **have** the "**Time Passes**" status, go to Script C67.

Otherwise, read on:

There is a never-ending commotion in the city hall with messengers running about and clerks shouting orders. The Duchess has been forced to move her workspace to the main hall because her private office collapsed during the quake.

Choose one:

- **Talk to the Duchess** – ⌛. Go to Script C87.
- **Talk to the Duchess's assistant** – go to Script C88.
- **Leave** – continue the Exploration.

C64

Your work for the city is over, and now it is time to locate the places glimpsed in your vision. You feel that this way you will both secure the future of Caerberg and shed some light on what happened to you when the Dragon died.

You head to the center of the town to talk to the Duchess who should be the first one to know what you have been through. There is also a fair chance that she might know where all those mysterious lands are.

There are no new emergencies in the infirmary, and all the patients are taken care of so Olin decides to join you. After all, he has some more errands to run, too.

You enter the part of the city you haven't seen for a long time. You stop and look around in amazement. There is a surprisingly quiet smithy there and a tempting tavern you would want to visit if there was time, but first of all, there is the city hall with crowds of people and guards milling around. You also spot a small group of tamers conversing near the florist. You could have a word with them, too, if there was time.

- Open **Map 5**.
- Place **Secret 05** face down in the Event slot. Set ⌛ to 2 – *The work in the town has taken a toll on you. You are not pressed for time, but with every passing hour you and your mystling grow tired.*

Note: Learn about the places from the Dragon's visions or about someone who can tell you more about them. You should also speak with people to prepare them for what's coming.

- Begin the Exploration.

C65

If **token B** is in **slot IV**, go to Script C70.

Otherwise, read on:

- If you **have Secret 27**, use it immediately.
- Discard Secret from the Event slot (if any).
- End the Exploration.
- Go to Script C64.

C66

The inn is a huge, noisy place designed to accommodate many travelers. Despite that, it's quite crowded as many people who lost their homes seek shelter here. You have been here a few times, but to be honest, you prefer the Shaded Tavern, a small but cozier establishment.

Choose one:

- **Pawn unnecessary items** – spend 1 Item to gain 1 Silver. Then, choose again.
- **Ask about places from the vision** – go to Script C69.
- **Approach the table** (requires the "**Future of Caerberg**" part **1** status) – *Olin has just sat down and he is waving at you.* Go to Script C73.
- **Leave** – continue the Exploration.

C67

There is a never-ending commotion in the city hall with messengers running about and clerks shouting orders. The guards block your way in. Their faces serious, they inform you that the Duchess has died in the quake, and nobody can enter before the investigation is over.

Choose one:

- **Talk to the Duchess's assistant** – ⌛. Go to Script C96.
- **Talk to the guards** – go to Script C97.
- **Leave** – continue the Exploration.

C68

If you **don't have** the "**Time Passes**" status, go to Script C58.

Otherwise, read on:

You scale the wall and crawl into a service room which is luckily empty. You have never been to this wing of the building and you fear that finding the way to the office of the Duchess might prove to be a little problematic.

If **token A** is in **slot V**, *you really don't need to explore further;* continue the Exploration.

If **token A** is in **slot I**, go to Script C76.

Otherwise, choose one:

- **Take the narrow, service corridor** – go to Script C91.
- **Take the wider corridor** – go to Script C85.

C69

"Hey," a stranger whispers. "I've got the news you seek. I know a man who can enlighten you. But it is not for free, you know?"

Choose one:

- **Pay for the information** (spend 6 Silver) – ⌛. Go to Script C75.
- **Trade the information** (requires the "**Secret Exit**" status) – *The tip of the secret passage to the collapsed ruin has a prize.* ⌛. Go to Script C75.
- **Sell a lie for the information** – *It's probably not a good idea, but if you don't have any other means to get what you need...* ⌛. Gain the "**Liar**" status. Go to Script C75.
- **Leave** – continue the Exploration.

C70

The innkeepers' twins manage to catch you at the gate and thank you for talking them out of diving in the flooded tavern.
"A minute after you had left, a strong jet of water erupted from below," one of them says. "We may have gotten hurt."
"Here," the other one adds. "It is a thank-you gift. It is good to have you as a friend."

- Gain 2 Items.
- Discard token from **slot IV**.
- Go to Script C65.

C71

Busy repelling the creature's attacks, you haven't even noticed that the other rangers and tamers dealt with the remaining mystlings. Your opponent suddenly realizes that it is all alone and turns to flee from the fight. You sigh with relief because the odds were not in your favor.

- Clear the Arena.
- Go to Script C10.

C72

You have defeated the most aggressive mystling, which is a clear message for all the others. The mystlings move away to a safe distance, and the other warlike ones flee.

- Clear the Arena.
- Gain 2 Items.
- Go to Script C10.

C73

Olin is thankful for your support and asks what the next plan is.

You have already decided. You yearn to explore and understand the mystery of the Dragon, the portals, and those dark arrivals from the Shadow Realm. To sate your curiosity and help Caerberg, of course.

"This is indeed the right time for it," Olin replies. "Let me take care of the safety of the townsfolk, and I suggest you head for the Academy, my friend. It is a few days away from here, in the north, but don't hesitate. I know of a knowledgeable cartographer in the Academy. Eric Fiske should help you with your investigation."

- Place **token A** in **slot V** (if it isn't there already).

Note: You know what you need to continue your journey. When you feel ready, visit Script C80 at the bottom of the Map.

- Continue the Exploration.

C74

The stray Golomos you once drove away from the cave have just made their appearance. You watch in shock as they run wild and destroy a piece of the city wall.

If you **have** the "**Time Passes**" status, go to Script C82.

Otherwise, go to Script C83.

C75

"I was a student in the Academy once," a traveler tells you. "A nice place, though located at the edge of the world. Oh, what a library they have there! An incredible selection of books, but strangely enough, they index their books by titles not authors or topics. But wait, what was I at? Oh, I remember. There is a cartographer residing there, I know it for a fact. He was called... Eric Fiske? Perhaps you could talk to him?"

- Place **token A** in **slot V** (if it isn't there already).

Note: You know what you need to continue your journey. When you feel ready, visit Script C80 at the bottom of the Map.

- Gain the "**Academy Secrets**" part **7** status.
- Continue the Exploration.

C76

If the letter is a credible source, you'd better take the service corridor. It seems the shortest and the safest way.

- Go to Script C91.

C77

If **token B** is in **slot VI**, go to Script C79.

If **token A** is in **slot VI**, go to Script C84.

Otherwise, read on:

The time is passing quickly, and you're tired. Your mystlings don't seem to be enjoying the situation, either, and as if that were not enough, you're nagged by a weird sensation that someone is watching you.

- Gain 1 Fatigue.
- Place **Secret 05** face down in the Event slot (it's the Secret you just revealed). Set to 2.
- Place **token A** in **slot VI**.
- Continue the Exploration.

C78

– Perform the Test.

When you have 2 : The Test ends immediately. Resolve the matching outcome.
Once per Test: If you **have** the "**Empathy**" part **2** status, you may add 1 – *The Windraisers are eager to help.*
If token A is in slot III: You may ignore 1 – You tempt the wild mystlings with places saturated with elemental energy.

6 or less	*The mystlings disobey and scatter all across the town.*	Continue the Exploration.
7-8	*You have somehow persuaded the creatures to cooperate. The rangers will take care of them now.*	Gain the "**City in Ruin**" part **4** status. Continue the Exploration.
9	*You feel a sudden, strong connection with the mystlings. It is unnerving, yet empowering.*	Remove 1 Fatigue. Gain 1 Essence. Gain the "**City in Ruin**" part **4** status. Continue the Exploration.
10 or more	*The mystlings disobey and scatter all across the town.*	Continue the Exploration.

C79

You look around suspiciously. No doubt there is a thief operating in the crowd, taking advantage of people's confusion. You plunge into the middle of it to catch the criminal when you suddenly notice that some of your gear is missing. You've been robbed.

– Discard 1 Equipment.
– Discard all Items.
– Place **Secret 05** face down in the Event slot (it's the Secret you just revealed). Set to 2.
– Discard token from **slot VI**.
– Continue the Exploration.

C80

If **slot V** is **empty**, *you still need to learn more about places from your vision;* continue the Exploration.

Otherwise, read on:

You're looking at the way out of town.

Choose one:

- **Stay a little longer** – continue the Exploration.
- **Leave the city** – This ends this Scenario. Go to Script C81.

C81

– If **token B** is in **slot I** or **token A** is in **slot IV**, *someone bumps into you, but walks on. A minute later, you put a hand into the pocket and discover a pouch of silver together with a word of thanks;* gain 2 Silver.

If you **have** the "**Interference**" part **5** status, go to Script C74.

If you **have** the "**Time Passes**" status, go to Script C82.

Otherwise, go to Script C83.

C82

You've found out about a cartographer who seems to be your only lead to the sky islands that plague your dreams. You've never been to the Academy where the man is located, but going there could also be an excellent opportunity to soak up some knowledge.

Additionally, you're aware that the fae – if that's even their real name – are headed toward a spot high in the southeastern mountains. They likely have important information about the dreaded portals and the Dragon Guardians. And after something strange happened to you following the Dragon's death, it's imperative you learn more.

Where to go next...?

– End the Exploration.

Congratulations! You've reached the end of the Scenario.

– Take the World Map.
– Flip **Worldmap card 03** to Explored.

- Gain **Worldmap card 06**, Unexplored side up – *The fae trail leads toward the snowy mountains in the east.*
- Gain **Worldmap card 14**, Unexplored side up – *A long canyon stands between the forest and the Academy.*
- Gain **Worldmap card 05**, Unexplored side up – *You have a lead that a cartographer from the Academy may shed light on the mysterious place from the vision.*
- Slot cards as in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

C83

You've discovered a cartographer who seems to be your only lead to the sky islands plaguing your dreams. You've never been to the Academy where the man is located, but going there could also be an excellent opportunity to soak up some knowledge.

But there's one more pressing matter waiting for you – the monsters from beyond the portal. You must return to the glade, where the Dragon has passed away, and pursue them. You must ensure they are not a threat to your community.

- Gain the "**Time Passes**" status – *While you were busy in the city, killers of the Dragon certainly used the time to pursue their goals.*

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 03** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

C84

A pedestrian in a hurry bumps into you. He mumbles a few words about being terribly sorry and dashes off. Only when he vanishes do you discover that you are a few coins short.

- Discard 1 Silver.
- Place **Secret 05** face down in the Event slot (it's the Secret you just revealed). Set to 2.
- Flip the token in **slot VI** from A to **B**.
- Continue the Exploration.

C85

You enter the wider corridor which takes you straight to the chambers of the Duchess. Alas, after a few steps, you spot two guards on patrol. Raising the alarm is the last thing you wish to happen so you quietly withdraw and take the other corridor.

- .
- Go to Script C91.

C86

You enter the office of the Duchess. The place is ruined as the roof and a huge chunk of the wall collapsed during the tremors. Luckily, the room is empty because all the clerks and guards are crowding downstairs now. You search the drawers of the main desk, and soon enough you come across a pile of letters from Eric Fiske, the cartographer. In one of the letters there is a drawing of the islands you saw in the vision. The cartographer, it seems, resides in the Academy.

- If **token B** is in **slot I** – *Someone has quickly raided the study. There are papers scattered all around, and the safe is wide open. You cannot shake the feeling that you somehow may have made it happen.* Gain 1 Fatigue.
- Place **token A** in **slot V** (if it isn't there already).

Note: You know what you need to continue your journey. When you feel ready, visit Script C80 at the bottom of the Map.

- Continue the Exploration.

C87

The Duchess is pale and visibly in pain – her leg is broken – but she tells you not to worry about her condition.

"I have been through worse," she assures you and focuses on you. "Now, tell me all you know about the Dragon, the Eclipse, and the portal."

Moved by her kindness, you reveal everything to her. Then, you start asking questions.

The Duchess has no idea about the dark place with a bright kernel, but as you spin the story of the islands, her eyebrows rise.

"There is a scholar with whom I once spoke of these islands," she says. "His name is Eric Fiske, and he is a cartographer living in the Academy."

Note: You know what you need to continue your journey. When you feel ready, visit Script C80 at the bottom of the Map.

- Place **token A** in **slot V**.
- Continue the Exploration.

C88

The Duchess's assistant turns pale as he goes back to the moments of the tragedy.

"The ceiling of her office collapsed," he admits, his voice trembling. "We managed to get her out in time, and I hope she will recover soon. For the time being, she suffers a lot."

He sighs.

"Also, there is the problem with the Prowlers who have recently gotten skittish. Some have been seen cowering on the roofs. Ironic, isn't it? They can fly, yet they fear going down."

- Continue the Exploration.

C89

You hide in time, and the servants walk past. They act like they wanted to avoid being seen, too.

- .
- Go to Script C86.

C90

- Perform the Test.

Mystling: Ignore the effect below.
At the end of the Test: For each , gain 1.
, **once per Test:** You may add or subtract 2.

6 or less	*Your creatures and you manage to quell the fire but not without some burns.*	. Gain 1. Go to Script C99.
7	*Your creatures and you manage to quell the fire.*	Go to Script C99 or spend to go to Script C95.
8	*You quickly deal with the fire and have time to approach the other one as well.*	Go to Script C95.
9 or more	*It takes you some time. You end up burned and blistered.*	. Each Mystling gains 1. Gain 1 Fatigue. Go to Script C99.

C91

The corridor forks into many smaller ones, but you follow the main one. You hope it will take you to the Duchess's office. Alas, at one point you pick up some voices. They are two servants talking.

Choose one:

- **Hide and wait it out** – go to Script C89.
- **Go on and show no fear** – go to Script C93.

C92

The library walls are slightly charred, but fortunately, the inside of the building is untouched by flames. The bad news is that a few of those who fought the fire got burned, and some of the gathered goods turned to ash. Morale is low, and almost none of the survivors are in the mood to talk.

Choose one:

- **Speak with Slade** – go to Script C48.
- **Buy some universal equipment** (spend 3 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Then, choose again.
- **Leave** – continue the Exploration.

C93

You go on. The servants pause their conversation, but you hear them lurking in a side room. It seems they also have reason to conceal their presence.

– Go to Script C86.

C95

You've dealt with the fire so efficiently that you still have the time to try to save the second location. You run through the streets leading a group of volunteers. Together, you manage to quench the second fire before it spreads. If you were any slower...

– Discard **Secret 28** and **29** from the Map.
– Continue the Exploration.

C96

The assistant is in tears and doesn't want to converse with anyone, but you convince him to talk.

"The Duchess," he begins, sobbing. "Our poor Duchess used to be interested in mysterious lands, true, but I have no knowledge of that. And surely this isn't the time to discuss her passions; and I will not let you go through her documents. Her death is being investigated. We must confirm it was an accident."

And he starts crying again.

– Place **token A** in **slot II**.
– Continue the Exploration.

C97

"No way," a guard tells you. "You're not allowed to enter the office."

"You're not allowed to go anywhere in the building for the time being," his colleague adds. "The Duchess may have been assassinated and we won't rest until we complete the investigation."

"Yeah," the first guard says. "Go and talk to the tamers. They are restless, and so are the mystlings. Leave this matter to us."

– Continue the Exploration.

C98

Flames lick the walls of the library. You run back and forth, carrying buckets of water, your hands blistered and your eyes streaming tears. Many are here to help, though, and luckily you get the fire under control. Unfortunately, the ruins of Hazel's shop have burned to the ground, along with several neighboring buildings.

– Discard **Secret 29**.
– Continue the Exploration.

C99

Several people are here, fighting the slowly spreading fire. The fire started in a warehouse, and the flames now spread to several surrounding buildings, most of which are already ruined. This area took a heavy hit from the quake, it seems.

Along with your creatures and other helpers, you quench the fire, preventing it from spreading farther.

Too bad that the library was partially burned while you were occupied with this fire.

– Discard **Secret 28**.
– Continue the Exploration.

C100

The tamers' request for training feels like a mix of a challenge and a vote of confidence. Given the uncertain times, it's understandable that they seek assurance and may doubt your long-term presence in Caerberg. With the mounting events, it's likely you'll be away soon. You agree to a single duel. One of the brightest minds, Juliet, steps up, tenderly stroking her Siren's head.

- Place **token A** in **slot III**.
- Setup Combat:
  - **Arena:** card **28**, map **3**.
  - **Enemy Siren:** cards **154** and **155**
  - **Major Corruption: A**.

Note: You won't be able to tame this Enemy.

- Close the Adventure Journal and start the Combat.

(See the art on the next page)

C100

C101

When the fight is over, you discuss with Juliet for a moment, explaining what she could do a little better and what she did great. Her Siren is a little bruised but also seems eager to learn more.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck.
- Clear the Arena.
- Continue the Exploration.

C102

You're proud of how much Juliet and her mystling grew. You discuss with her the fight and the most critical moments that led her to victory.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Continue the Exploration.

C200

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.

Tame: Take the cards listed on the Tier card and place them behind the *Party* divider. Add Mystling Encyclopedia cards listed on the Tier card to the Mystling Encyclopedia. Return your Enemy Tier card to the Tier cards deck. Place your Enemy Ability card behind the *Removed* divider. Go to Script C72.

Win: Gain 2 Essence. Go to Script C72.

Lose: Gain 1 Essence. Go to Script C71.

Cold Trail

D0 Introduction

You are ceaselessly troubled by the memory of the ominous arrivals who have slain the Dragon Guardian. Their shadowy shapes come to your mind the moment you close your eyes and haunt every dream. The only thing you know about them is that they come from another reality and have emerged in yours during the Eclipse when the barrier between worlds was torn. Even more disturbing is their apparent ability to use terrible powers. Otherwise, how would they have managed to kill a formidable, legendary Dragon?

All things considered, the arrivals may pose a serious threat to Caerberg. Therefore, you must track them down and figure out if they are as sinister as they seem, and if it is so, find a way to stop them. Also, since they are presumably connected to the Eclipse, perhaps you will learn a thing or two about the nature of that world-shaping disaster.

Hints

Combat: Powerful, agile, and Enemy.

Other: may come in handy.

Choose one:

- **Reconsider** – choose another available Scenario from the World Map.
- **Start the Scenario** – read on:

– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.

If you **have** the "**Time Passes**" status, go to Script D58.

Otherwise, read on:

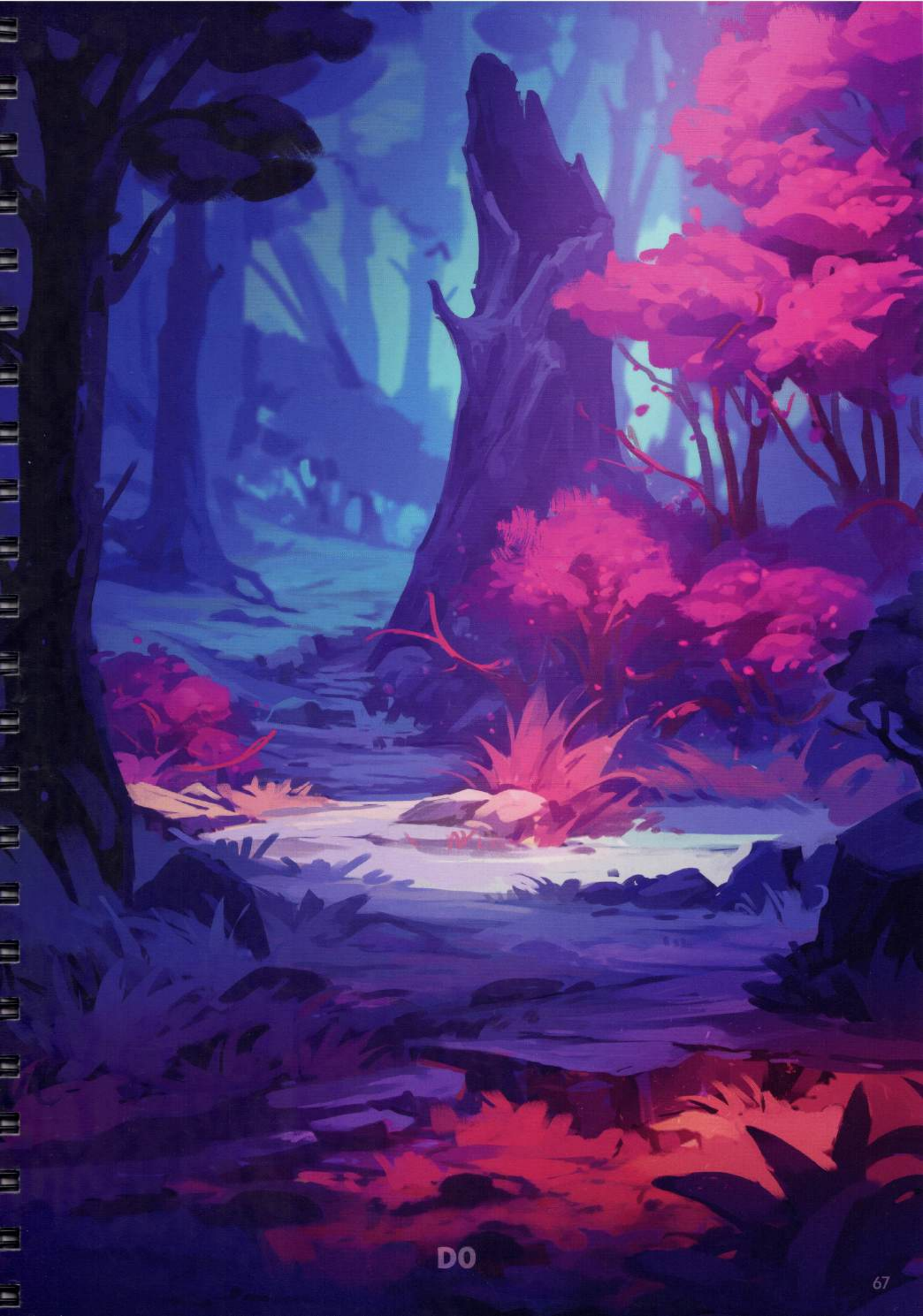
When you set off to follow the trail left by the assailants from the dark world, the moons separate and the sun finally rises. Your head still hums with images you cannot really comprehend.

The Eclipse and all those gaps in reality together with the dying Dragon Guardian and the ominous humanoid creatures were enough to baffle anybody, but it was only the beginning of wonders. The body of the dead Dragon began to change rapidly until it became a low hill, overgrown with grass, flowers, and small trees. If you hadn't been in a hurry, you would have spent more time there exploring it just to make sure you weren't hallucinating.

The future of the town, however, is more precious to you. As you go south and plunge into the dark depths of the forest, you notice that a flock of mystlings that witnessed the Dragon's death is heading west, toward Caerberg. A conglomeration of mystlings of all sorts and tempers does not bode well – but you can only hope that the city's tamers will manage to put an end to any trouble from the creatures.

Meanwhile, you continue your journey through the forest. Soon, the thick canopies cover the sky and the darkness of the ancient forest surrounds you. You don't understand the sounds emanating all around you, some of which are truly unsettling. Disturbed and exhausted, you press on – there is far more in your heart than just fear and anxiety. After long days in the town, you are at least a little excited to finally embark on your journey.

– Go to Script D13.



DO

D1

As you head forward, you notice that the forest is thinning. The travel isn't getting any easier, though, because the ground beneath your feet is gradually rising.

Choose one:

- **Follow the path** – close **Map 6** and open **Map 7**. Continue the Exploration.
- **Leave** – continue the Exploration.

D2

You stop to catch your breath and pick up the roar of a turbulent river somewhere to your right.

Choose one:

- **Follow the path** – close **Map 6** and open **Map 8**. If you **have** the "**Ancient technology**" status, go to Script D45. **Otherwise**, Lock Script D31 – *you cannot reach this place yet;* continue the Exploration.
- **Leave** – continue the Exploration.

D3

If you **have** the "**Empathy**" part **3** or **4** status, *you decide to leave the resting Furwing alone;* continue the Exploration.

Otherwise, read on:

A wounded Furwing is cowering under a tree in the center of a clearing, its chest rising and falling unevenly. The mystling is half-conscious, yet every now and then a snarl or yelp escapes its mouth.

Choose one:

- **Approach the Furwing** – go to Script D5.
- **Send your mystling to approach the Furwing** – go to Script D6.
- **Leave** – continue the Exploration.

D4

Your blood still hot after the clash with the Windraiser, you continue on toward the heart of the forest. As you look up, you spot heavy clouds amassing above treetops. It is a clear warning that you should hurry. The rain might wash away all traces.

– Gain **Secret 31**.

Note: Carefully read the Secret rules, as they are crucial for this Scenario. During this Scenario you don't use Time track. Instead, **Secret 31** tracks the time during this Scenario – be careful, when you run out of time, the Scenario ends.

If you **have** the "**Time Passes**" status, go to Script D27.

Otherwise, read on:

You're about to set off, but hardly do you take your first step when you hear a familiar voice:

"Hey! Wait up!"

You turn to see Mildred catching up with you.

"I have been following your tracks since your fight," she explains, catching her breath. "I have sent the rangers to scout the area around Caerberg, but I want to join you myself. I would like to reveal the secret of the portal, too. It doesn't seem safe, even if it's just a thin line now. To be honest… I'm terrified."

You don't know whether you like the idea of her company. She doesn't give you a chance to rethink and adds:

"The search is not going to be easy. Our enemies don't wish to be found, and do everything to avoid that. They split, go back on their tracks, rapidly change direction, and stay away from the wetlands. So far we have only been tracking down mystlings and animals. Intelligent beings are a bit of a novelty for us."

– Gain the "**Tracker**" part **5** status – *"The ones we are tracking down are no fools," Mildred says. "They often split or go back on their tracks."*
– Gain **Secret 32**.
– Go to Script D29.

D5

You approach the injured predator, and much to your surprise, you notice that his wound has already been dressed. There is a pulp of moss and plants applied to the scratch on its side. You have never seen a dressing like this, but it seems obvious to you that the healer must have known what they were doing. There is no denying, though, that the mystling is exhausted and barely conscious.

Choose one:

- **Examine the mystling** – ⌛. Go to Script D7.
- **Inspect the surroundings** – ⌛. Go to Script D8.
- **Leave** – continue the Exploration.

D6

If you **have Secret 32**, *"No," Mildred says abruptly. "It's not the best idea." The Furwing's nostrils are flaring so it can obviously smell the mystling. You give up the plan and approach the wounded predator yourself;* go to Script D5.

Otherwise, read on:

When your creature nears the predator, its nostrils suddenly flare, and the bloodshot eyes flash open. You see a gleam of fear in them. The predator, regardless of the wounds, springs to its feet to attack your mystling, but the sudden move is too much for it to bear. The predator faints and falls to the ground.

- Gain 4 .
- Go to Script D5.

D7

Upon inspecting the wound, you realize it must have been inflicted by another mystling. Could it have been a Shadeclaw with its deadly shades?

The wound isn't deep enough to hurt any vital organs and the dressing promises a fast recovery. Focused and careful, you place your palm on the creature's fur. In response, it flutters its eyelids.

Choose one:

- **Try to bond with the Furwing** (only if you **haven't tamed** a Furwing yet) – go to Script D12.
- **Feed it** (spend) – go to Script D16.
- **Carefully step away** – continue the Exploration.

D8

The mossy underwood around lies torn, the bushes trampled – visible signs of ferocious combat. Around the wounded beast, you spot unusual footprints, remarkably similar to those you have been following. What's interesting, you don't notice them anywhere else around as if someone did their best to erase them and neglected only the place where the mystling fell.

- Gain the "**Tracker**" part **1** status.
- Continue the Exploration.

D9

Before you lies the path back to the clearing where the wounded Furwing rests.

Choose one:

- **Follow the path** – close **Map 7** and open **Map 6**. Continue the Exploration.
- **Leave** – continue the Exploration.

D10

You eye the tree and consider your options. The treetop might serve as a great vantage point, provided you climb high enough. But its branches don't look thick enough to support your weight, though.

The bark seems scratched, and several twigs are broken. Did something climb this tree recently?

Choose one:

- **Climb the tree anyway** – go to Script D17.
- **Leave** – continue the Exploration.

D11

The sky opens with a massive downpour. The tracks on the ground fade in a heartbeat and the visibility is dramatically limited. The brooks on the way are soon about to overflow and flood the area. On top of that, you lose your sense of direction.

The slashing rain drowns out all sounds, but a muffled cry pierces its roar. Or are you sure it was a cry? It could have been anything in this downpour.

Then, a dark silhouette appears before you. It takes you a second to realize that you know them – it is one of those you faced near the dying Dragon.

- Each of your Mystlings gains 1 Fatigue.
- Go to Script D40.

D12

You kneel before the Furwing, and look the creature in the eye. You try to radiate sympathy and understanding, but also emphasize your avantage. Your thoughts rush in search of other taming techniques, as working with this species of mystling is quite a challenge.

– Perform the Test.

At the end of the Test: For each , gain 1.

, **once per Test:** You may choose a number from 1 to 6. Discard the top card of the Item deck, if its Test value matches the chosen number, immediately end the Test and resolve any chosen outcome.

5 or less	*The Furwing ignores your efforts, but it doesn't attack, either. Instead, it rolls over and falls asleep.*	Continue the Exploration.
6	*The Furwing becomes annoyed and makes a swing at you with its paw.*	Gain 2. Continue the Exploration.
7	*You have managed to make a bond with the Furwing.*	Go to Script D14.
8 or more	*The creature looks annoyed with your awkward attempts.*	You may spend to gain 4 and go to Script D14. Otherwise, gain 4 and continue the Exploration.

D13

You follow the forest path, desperately looking for tracks, but there are almost none. The invaders left a lot of tracks in the fight, but the farther they ran, the more attention they paid to erasing their trail. You suspect they must have had an earth mystling to help them.

Suddenly, a gust of wind envelops you, and you notice a Windraiser cowering behind a tree. You approach slowly, fairly sure you're facing a runaway from Caerberg, and speak to it in a relaxing manner, which turns out to be a terrible mistake. This Windraiser is wild! The creature hisses at you with fury. Great – a full-grown Windraiser is no small challenge.

– Setup Combat:
  - **Arena:** card **34**, map **3**.
  - **Enemy Windraiser:** cards **171**, **172**, and **173**.
  - **Major Corruption: A**.
– Close the Adventure Journal and start the Combat.

D14

The Furwing opens its eyes wider and tilts its head with curiosity. There is no fear in its eyes, no tension in its muscles. The creature seems fairly excited to join ranks with you, but you must give it more time to recover.

– ***Furwing* divider:** Add cards **86** a-side up and **85** b-side up to the Mystling Encyclopedia.
– Place cards **83**, **87**, and **88** with all Furwing Action cards (6) behind the *Party* divider.
– Remove the **Furwing** Tier card from the Random Combats.
– Gain the "**Empathy**" part **4** status.

Choose one:

- **Inspect the surrounding** – . Go to Script D8.
- **Leave** – continue the Exploration.

D15

The forest to your left is dense and dark. You wonder what hides among the prickly bushes and tall trees.

Note: Having few parts of the "**Tracker**" status might be helpful in finding the assailants.

Choose one:

- **Venture deeper into the forest** – go to Script D80.
- **Leave** – continue the Exploration.

D16

You leave some food near the Furwing's snout. It lifts its head, and it eyes you for a moment (you have a strange feeling that it looks past you – at something else) and then awkwardly devours all it has been given. Then, the mystling puts its head down again and falls asleep.

- Gain 1 Essence.
- Gain the "**Empathy**" part **3** status.
- Continue the Exploration.

D17

- Perform the Test.

At the end of the Test: For each pair of , each Mystling gains 1.
, **once per Test:** You may add 2.

5 or less	*You slide down. You haven't seen what you were looking for, but you spotted something interesting in the grass to your left.*	. Gain 1 Item. Continue the Exploration.
6	*You slide down. You haven't seen what you were looking for, but you spotted something interesting in the grass to your left.*	Gain 1 Item. Continue the Exploration.
7	*And here you are on the top.*	Go to Script D20.
8 or more	*You have fallen down the tree!*	You may spend to gain 2 and go to Script D20. Otherwise, gain 2 and continue the Exploration.

D18

You can return down the path you already know.

Choose one:

- **Follow the path** – close **Map 9** and open **Map 8**. Go to Script D45.
- **Leave** – continue the Exploration.

D19

Hidden script

A small campsite looms up ahead, somewhere to the left of a path. You can't reach this place from here; you must backtrack a little.

- Gain the "**Tracker**" part **4** status.
- Continue the Exploration.

D20

The tree top offers a splendid view. There are mist-shrouded marshes to your left and a turbulent river rushes noisily to your right. You also spot snow-covered mountaintops up ahead.

A sudden move captures your attention. You spot a furious, hot-headed Elkthorn aggressively chasing a dark, blurred character. The stranger is not intimidated, however. They hide behind a tree and use the moment of mystling's hesitation to jump onto its back. Then they grab its antlers and cling to the mystling, forcing it to jump around to the point of exhaustion. When the creature finally calms, the stranger jumps down, chases the mystling away with a shout and vanishes in the forest.

You are speechless. Who could be skilled enough to put up such a show? Could it be one of those you're after?

- Gain "**Tracker**" part **2** status.
- Continue the Exploration.

D21

You immediately realize that the Windraiser is one of the fiercest you have ever seen and not at all willing to stand down. It takes all of your skills, energy and willpower to make it run away, and still, you consider yourself lucky.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Add a **Windraiser** Tier card to the Random Combats.
- Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck.
- Clear the Arena.
- Go to Script D4.

D22

Mildred winces with pain, but manages to suppress it.

"I already know it's not gonna be an easy search," she says hoarsely. "The enemies have often split or gone back on their tracks. So far, we have been tracking mostly animals and mystlings. People are new to us."

- ⌛.
- Gain the "**Tracker**" part **5** status – *"Those that we're after often go back on the tracks," Mildred reminds you.*

Choose one:

- **Offer to escort her back to Caerberg** – ⌛. Go to Script D26.
- **Wish her luck and continue your pursuit** – gain the "**Helpful Ranger**" part **2** status. Go to Script D29.

D23

Upon closer inspection, it turns out that a skilled craftsman has dressed the stone. Some curves are left as they were, but there is a regular hole in its middle. What is it for?

A few steps away, there is a blocked waterwheel and a pulled-in bridge. It dawns on you that there is a missing element here. If you find it and insert it into the hole, you may be able to pull out the bridge.

If **token A** is in front of you, go to Script D28.

Otherwise, place an in front of you – *You have a faint notion of what you are looking for.* Continue the Exploration.

D24

The Windraiser looks around, a little startled by the damage it has done, but then it fixes its look on you. It seems to be intrigued by the bond you have created with your creature, and doesn't move back when you approach it slowly. It's a promising beginning.

Suddenly, it dawns on you why the town Windraisers have no such power. This one here has suddenly understood its might, which filled it with crippling fear.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Add card **173** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **171** (from your play area), **175** and **176** with all Windraiser Action cards (6) behind the *Party* divider.
- Place card **172** behind the *Removed* divider.
- Clear the Arena.
- Go to Script D4.

D25

An irresistible gust of wind has thrown you off your feet. Your arms flailing, you clash with a tree and the impact knocks the air out of your lungs. Gasping, you look at the Windraiser which has suddenly lost its interest in you. It doesn't regard you as a worthy opponent and definitely not a threat. The creature conjures a whirlwind and flies away.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- Add a **Windraiser** Tier card to the Random Combats.
- Clear the Arena.
- Go to Script D4.

D26

Your assistance is a blessing for Mildred. Leaning on your arm, she is able to move much faster, and soon enough the two of you reach the edge of the forest. The way should be safer from that moment on. You notice blood trickling from Mildred's makeshift dressing and deep inside you know that you have made the right decision.

- Gain the "**Helpful Ranger**" part **1** status.
- If you **don't have** the "**Tracker**" part **5** status, gain the "**Tracker**" part **5** status – *"Those that we're after are clever. They often split or go back on their own tracks," Mildred reminds you.*
- Go to Script D29.

D27

Mildred, the ranger, suddenly emerges from the forest. She is limping and pale as if injured. You run to her.

"It's nothing," she smiles faintly, trying to hide her pain.

No, it's not nothing. She has been slashed by a mystling, an Elkthorn or Furwing, judging by the distance between the scratches.

"It was a Furwing," Mildred confirms your guess. "A wounded one. I came across the creature as I was following the invaders south. I wanted to help the mystling, but it was too scared to understand my intentions and it lashed out."

Mildred is bleeding profusely. She must return to Caerberg immediately.

Choose one:

- **Ask what she's managed to discover** – go to Script D22.
- **Offer to escort her back to Caerberg** – ⌛, ⌛. Go to Script D26.
- **Wish her luck and continue your pursuit** – gain the "**Helpful Ranger**" part **2** status. Go to Script D29.

D28

You insert the rod into the hole in the stone. It seems to be fitting, and one could say it serves as a sort of a lever. As you push it forward, you hear the grind of cogwheels, and after a while, the waterwheel under the pulled-in bridge begins to spin. The stone bridge slides out to cover the entire gap. The mechanism clicks unnervingly.

- Discard **token A**.
- Gain **Secret 33**.
- Gain the "**Ancient technology**" status.
- Unlock Script D31.
- Lock Script D23.

If you **have Secret 04**, go to Script D47.

Otherwise, continue the Exploration.

D29

You enter a sinister part of the forest where the sunlight hardly ever penetrates the thick of the canopies. Your gut feeling tells you that the invaders must have gone this way, but another thing catches your attention. A Furwing is resting in the middle of a glade, seemingly wounded.

- Open **Map 6**.
- Begin the Exploration.

D30

If you **don't have** an in front of you, *the rushing river seems rather dangerous. You won't enter the waters without a clear purpose;* continue the Exploration.

Otherwise, read on:

The waters seem to radiate the healing power of the forest.

Choose one:

- **Rest with your mystlings** – *The cold water is refreshing.* Heal 3 or remove 1 Fatigue. ⌛. Continue the Exploration.
- **Search the stream** – go to Script D33.
- **Leave** – continue the Exploration.

D31

The path takes you toward the distant mountains, but before you reach them, there is a dark forest to traverse.

Choose one:

- **Follow the path** – *As you go down the road, you begin to spot more traces. You're on the right track.* Close **Map 8** and open **Map 9**.
- **Leave** – continue the Exploration.

D32

Hidden script

You bend to notice barely visible talon scratches which bear some resemblance to the marks left by Shadeclaws. You did spot a few like that after your recent clash. Now you'd better remember them for the sake of the future.

- Gain the "**Tracker**" part **3** status.
- Continue the Exploration.

D33

- If you **have** the "**Time passes**" status, *as you spent much time in the town, the rain in the south made the waters of the stream swell. Searching it might be more difficult now;* look at the 5 top Item cards and discard all without a . Shuffle the rest and place them back on the top of the deck.
- Perform the Test.

Mystling: Ignore the effect below.
At the end of the Test: For each pair of , each Mystling gains 1.

5 or less	*The healing waters of the brook have done the world of good for your mystlings, but except that, you haven't found anything interesting.*	Heal 2. . Continue the Exploration.
6	*The healing waters of the brook have done the world of good for your mystlings. Besides, you have found a few trinkets among the pebbles.*	Heal 2. Gain 1 Silver. . Continue the Exploration.
7	*You have found a long rod of a peculiar shape of something that should fit into an intricate machine.*	Place **token A** in front of you. Discard an . Continue the Exploration.
8 or more	*You have spent a lot of time exploring the brook, but you haven't found anything worthwhile. The healing properties of the water have helped your mystlings, but it was a little tiring.*	Gain 1 Fatigue. Heal 2. . Continue the Exploration.

D34

This is the way to the glade with the suffering Furwing.

Choose one:

- **Follow the path** – close **Map 8** and open **Map 6**. Continue the Exploration.
- **Leave** – continue the Exploration.

D35

The clouds above your head release their pent-up anger, and the world is rapidly flooded with heavy rain. However, a strange sound penetrates the roar of the elements. You turn and discern a familiar figure playing with a Shadeclaw – the same Shadeclaw you faced near the dying Dragon. Suddenly, the figure looks around and spots you as you try to hide behind a tree – but they don't attack. They look you in the eyes and call to you.

Their language resembles the sound of grinding stones, and at first, you don't understand a word. But as they repeat, you start getting the message – those are words of your own language but pronounced with a strong, eerie accent.

"...talk. But you don't understand me." The figure sighs and adds to themself: "But this time, it didn't attack me on sight. Much better encounter."

You decide to respond. You speak slowly – who are they? What do they want?

"You can talk! Good. I am Skuld, a second-rank gentler."

As you step closer, you realize that the creature's face is similar to a human one. You also discern the feminine features of her face. Is she a female? Then you wince as you notice the deformed wings protruding from her back.

As she waits for your response, she takes out a small book from her pocket and begins scribbling, sheltering it from the rain. You notice a crude sketch of you and your mystlings. You introduce yourself.

"You are a human, right?"

You nod in response.

"So, the legends are true," she continues. "The stories of my ancestors, the training... Be aware that fae don't wish any harm upon you humans. We want to help you and help ourselves as well, of course."

You ask what or who fae are. You haven't heard of such a term in your life.

"Fae are my kin. I am one of them, a fey. As you are a human. We are bringing you salvation and freedom, so don't try to harm yourselves and stop us. Be aware of the mystlings that managed to pass through the moon gates – they are dangerous beasts."

As the rain becomes a downpour, you flood Skuld with questions: What salvation? How did they open the portals? The moon gates? Why did they murder the Dragon Guardian?

- Gain the "**Light in the Shadow**" part **2** status.

If you **have** the "**Light in the Shadow**" part **1** status, go to Script D36.

Otherwise, read on:

"When the shade of the twin moons envelops the lost world, the gates of our prison will open," Skuld recites. "The event was foretold hundreds of years ago. Countless generations of fae trained for this particular day. And now, we are here, back in our world. Don't worry. Soon, our representatives will contact your cities and hamlets. You will understand."

Then, Skuld flees into the rain. You follow her for a moment but quickly lose her. Then, something blocks your way...

- Go to Script D42.

D35

D36

"When the shade of the twin moons envelops the lost world, the gates of our prison will open," Skuld recites. "Those so-called Dragon Guardians are monsters who jailed my kin in the Shadow Realm. And the Shadow Realm brings the end to us." She shows you her wings, residual and flightless. "They say we could fly in the past. They also say that together with humans, we raised many great cities and invented wonders. You are an apt gentler. I hope our next meeting will be more peaceful, and we will have more time to talk. Farewell, human."

Then, Skuld flees into the rain. You follow her for a moment but quickly lose her. Then, something blocks your way...

- Go to Script D42.

D37

One final effort and the Shadeclaw gives up the fight. You watch it vanish until you are certain the mystling is not coming back. You scan the area and it dawns on you why you were attacked in the first place. There is an empty camp nearby with some leftover food, and the creature was simply defending its dinner.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Discard the cards from the Equipment deck until you discard an Equipment with . Gain that Equipment.
- Add a **Shadeclaw** Tier card to the Random Combats.
- Clear the Arena.
- Gain 2 Essence.
- Go to Script D43.

D38

You stretch out your hand and the Shadeclaw comes forward to nudge it. There is no trace of aggression in its behavior and, much to your surprise, you realize the creature is no different from any other mystling despite its uncommon element. It may have been prompted to attack by a basic reason. Could it be hunger? And is it a coincidence that there is a camp nearby with some leftover food in it?

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Add card **150** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **147**, **152**, and **153** with all the Young Shadeclaw Action cards (6) behind the *Party* divider.
- Place card **148** and **149** behind the *Removed* divider.
- Clear the Arena.
- Go to Script D43.

D39

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script D78.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this combat, you may set it up following the standard Mystling setup rules (but place the Mystling standee in the space from which your previous Mystling was discarded) and continue the combat. Otherwise, go to Script D78.

D40

You get ready for a fight, but then the figure spreads out their arms. They stay still when a mystling, a Shadeclaw, approaches and sits still by the figure's leg. You hesitate and decide to wait for the situation to unfold.

The figure speaks. Their language resembles the sound of grinding stones, and at first you don't understand a thing. But as they repeat, you start getting the messages – those are words of your own language but pronounced with a strong, eerie accent.

"...talk. But you don't understand me." The figure sighs and adds to themself: "But this time, it didn't attack me on sight. Much better encounter."

You decide to respond. You speak slowly – who are they? What do they want?

"You can talk! Good. I am Skuld, a second-rank gentler."

As you step closer, you realize that the creature's face is similar to a human one. You also discern the feminine features of her face. Is she a female? Then you wince as you notice the deformed wings protruding from her back.

As she is waiting for your response, she takes out a small book from her pocket and begins scribbling. You notice a crude sketch of you and your mystlings. You introduce yourself.

"You are a human, right?"

You nod in response.

"So, the legends are true," she says. "The stories of my ancestors, the training... Bear in mind that fae don't want any harm to you, humans. We want to help you and help ourselves as well, of course."

You ask what or who the fae are. You haven't heard such a word in your life.

"Fae are my kin. I am one of them, a fey. As you are a human. We are bringing you salvation and freedom, so don't try to harm yourselves and stop us. Be aware of the mystlings that managed to pass through the moon gates – they are dangerous beasts."

Then, before you can ask those many questions bustling under your skull, Skuld runs off into the rain. You follow her for a moment but lose her quickly. Then, something blocks your way...

- Go to Script D42.

D40

D41

If you **have** the "**Forest Predators**" part **4** status, *the tree trunk seems empty;* continue the Exploration.

Otherwise, read on:

The waterfall is flowing freely through the trunk of the hollow tree. Driven by an odd impulse, you climb inside it and suddenly you realize you have entered a mystling's nest. Something inside you stirs with contentment; you are not glad, though. You must face an angry mystling now.

- Gain 1 Essence.
- Set up a Random Combat, adding a **Young Gaiadon** to the pool of Enemies to choose from.
- Close the Adventure Journal and start the Combat.

D42

You have seen a Shadeclaw before, but this one seems different. The outline of its body is more blurred and hazy. What's more, its behavior also seems more erratic as if the creature were driven by something primal. Is it hunger?

There is no time to ponder, though. The creature is lashing out!

- End the Exploration.
- Setup Combat:
  - **Arena:** card **26**, map **3**.
  - **Enemy Young Shadeclaw:** cards **147**, **148**, **149**, and **150**.
  - **Major Corruption: B**.
  - **Modifiers:**
    - If you **have** the "**Empathy**" part **3** status, *the Furwing you tended to emerges from nearby shrubs and, with a single hit of its paw, sends the Shadeclaw to the ground. Then, the air mystling escapes toward the clouds;* gain 1 ; Young Shadeclaw gains Slow, Weak, and 4 .
    - If you **have** , *the Young Shadeclaw salivates as it eyes your backpack;* you may spend it to move Young Shadeclaw by up to 2 spaces.
- Close the Adventure Journal and start the Combat.

D43

The camp is basic and temporary. You come across a gathering of tree branches, where the travelers must have slept through the night, a torn sack, and leftover food, mostly berries and some strange vegetables. A more interesting discovery are maps, drawn in the clay soil – they fortunately survived the downpour. You see a path going south and east, toward the mountains, where a location is marked. A city? Or a cluster of buildings?

- Go to Script D44.

D44

You sit on the ground, thinking about what you've learned today. Another intelligent race exists and came here to save humans from... Dragon Guardians? This doesn't make any sense. Was it all a trickery of fae, as they call themselves, to somehow achieve their ominous goals? You don't know.

You must plan your next move.

If you **have Secret 32**, go to Script D72.

Otherwise, go to Script D75.

D45

- Gain **Secret 33**.
- Lock Script D23.
- Continue the Exploration.

D46

The forest to your right is overgrown with thick bushes.

Note: Having few parts of the "**Tracker**" status might be helpful in finding the assailants.

Choose one:

- **Delve into the forest** – go to Script D81.
- **Leave** – continue the Exploration.

D47

When the bridge is opening, you sense that something vibrates in your backpack. You look inside, and suddenly, the medallion you took from Slade springs upward. It begins trembling more intensely and gleaming with green light.

You reach out to it, but it shatters in a burst of light. You feel weird power in the air – your mystlings seem more invigorated. And... You think you notice something in the shaded part of the bridge.

- Gain 4 .
- Heal 2.
- Discard **Secret 04**.
- Continue the Exploration.

D50

Hidden script

If you **have** the "**Interference**" part **6** status, *there is nothing here anymore;* continue the Exploration.

Otherwise, read on:

There is a stone behind the tree, and underneath you find some gear wrapped in a linen rag. It hasn't been here for long.

Choose one:

- **Take the equipment** – *Should you do it?* Gain 1 Equipment and 2 Silver. Gain the "**Interference**" part **6** status. Continue the Exploration.
- **Leave** – continue the Exploration.

D51

- Perform the Test.

When you have 1 : The Test ends immediately. Resolve the matching outcome.

For each part of the "Tracker" status: you may ignore all on 1 card.

Spend : Look at the top 4 cards. Discard all with a . Shuffle the rest and place them back on top of the deck.

Spend , : Look at the top 10 cards. Discard all with a . Shuffle the rest and place them back on top of the deck.

10 or less	*It has taken a lot of time, but you haven't found anything except a few abandoned objects.*	. Gain 2 Items. Continue the Exploration.
11	*It has taken a lot of time, but you haven't found anything.*	. Continue the Exploration.
12-13	*You come across a great number of distinct prints, mostly angular boots and mystling paws.*	Go to Script D35.
14 or more	*You have wasted a lot of time, but to no avail. What's more, one of your mystlings has almost twisted its paw.*	. Gain 3 . Continue the Exploration.

D52

You look at the ranger and ask her what she thinks. She is a smart tracker, and she may have made some observations about your location.

If **Map 6** is opened, go to Script D53.

If **Map 7** is opened, go to Script D54.

If **Map 8** is opened, go to Script D55.

If **Map 9** is opened, go to Script D56.

If **Map 10** is opened, go to Script D60.

D53

Mildred says that there is a tall tree up ahead which may serve as a good vantage point. There are marshes to the left, and a turbulent river to the right.

– Continue the Exploration.

D54

"I have glimpsed something peculiar in the valley, but I cannot tell you what it was," she admits. "Maybe you will have more luck. Your eyes are younger."

– Continue the Exploration.

D55

"There was a mechanical bridge somewhere here," Mildred recalls. "An ancient thing, maybe even built before the Cataclysm, but strangely enough, still functional. You could pull the bridge out with a weirdly shaped rod which protrudes from that stone. Hey, wait a minute. Where is the rod? Has it got lost?"

She is quiet for a second, and then she adds:

"And there is also a hollow tree in the area. Some mystling tend to nestle in the trunk."

– Continue the Exploration.

D56

"The woods to the right of the road are very thick," Mildred mentions. "It is hard to get through there. Even ground mystlings avoid this part in order not to get stuck in the bushes for hours."

– Continue the Exploration.

D57

The pond has almost dried out and there is little water left in it. You notice a mass of garbage under the surface, all of it probably washed here by the recent rains. If you were brave enough to wade in that filth, you might stand a chance of finding something.

Choose one:

- **Try to find something useful** – ⌛. Gain 1 Item. Continue the Exploration.
- **Leave** – continue the Exploration.

D58

You leave the town and head for the battlefield, but when you get there, there is nothing particularly interesting to behold but a few discarded, broken weapons and the mound that used to be the body of the Dragon Guardian.

It is not of your concern, though. You have come here to pick up the trace of the uncanny assailants from the world of dark. Their trace has almost run cold, but manage to find what is left of it. The few tracks you spotted go south.

The dark tree canopies block out the light of the day. There is anxiety in your heart as you enter the sinister forest, but you also cannot hide your excitement. After all, life in Caerberg hasn't been that interesting.

– Go to Script D13.

D59

You can return to the glade where the wounded Furwing lies, following the path you already know.

Choose one:

- **Follow the path** – close **Map 10** and open **Map 6**. Continue the Exploration.
- **Leave** – continue the Exploration.

D60

"We must take the same road we have come here," Mildred says. "There is no other way out of this area. Oh, and I remember one more thing. Our mystlings often had fun down there, in the water. We allowed them to do that, but later on we wished we hadn't. The creatures came out in a rash, poor things."

– Continue the Exploration.

D62

There are tall cliffs, too steep for you to scale. You are about to give up and try looking for another path when you spot a circle of standing stones. For some reason, your mystlings appear very agitated and eager to learn just now. Where is the change from? Something is doing it to them – maybe the place, maybe the fumes from the estuary – but you feel tempted to use the opportunity. But is there time for this?

Choose one:

- **Train your Mystlings** (only if you **don't have** the "**Empathy**" part **5** status) – ⌛. Go to Script D68.
- **Leave** – continue the Exploration.

D63

Hidden script

There are wet pawprints of an unknown mystling next to a stone. They appear to be leading toward the glade with the Furwing, but you notice one more interesting detail. There are wide, blurred marks on the ground following the trail. It looks like the mystling grabbed something and hauled it onward.

– Continue the Exploration.

D64

There are tracks leading up to the pond. But these are not prints of human shoes!

Choose one:

- **Examine the tracks** – go to Script D74.
- **Leave** – continue the Exploration.

D65

It isn't easy to traverse the estuary as there are hardly any footpaths there, but you may try your luck going along the bank. The ground is wet there, but somehow passable.

Choose one:

- **Follow the shore** – go to Script D69.
- **Leave** – continue the Exploration.

D66

The path going left will most likely take you to the estuary. You feel shivers down your spine as you notice distinct angular prints on the ground.

Choose one:

- **Follow the path** – close **Map 6** and open **Map 10**. Continue the Exploration.
- **Leave** – continue the Exploration.

D67

The waters of the estuary shimmer enchantingly which takes your breath away. You have no idea where this effect is coming from, but your mystlings seem to like it. They look pleadingly at you and you realize they are eager to splash around.

Choose one:

- **Let your mystlings enter the waters** – ⌛. Go to Script D70.
- **Search the waters** (requires an in front of you) – go to Script D71.
- **Leave** – continue the Exploration.

D68

You have never seen your mystlings work so fast and so cleverly. In almost no time, they work out new techniques of cooperation and fighting alongside you.

– Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck.
– Gain the "**Empathy**" part **5** status.
– Continue the Exploration.

D69

You sink up to your knees in the mud for the fifth time and give up. Crawling forward will turn out to be a mad effort, and besides you don't see how a large group with weapons and mystlings could have gone this way. You turn back.

- Gain 1 Fatigue.
- Continue the Exploration.

D70

You enjoy watching your mystlings frolic in the eerily enchanting waters of the estuary. They have hardly seemed so lively and energetic, but as they leave the water, their skin is covered with reddish spots. Is the water somehow harmful to them?

- Gain 4 .
- Each Mystling gains 1 .
- Continue the Exploration.

D71

The estuary is a vast land. You wade in the water and look around, but nothing catches your eye, and you begin to think that it is all for nothing. As if that was not enough, your skin begins to itch. Maybe you shouldn't have come into contact with the water?

- Each Mystling gains 1 .
- Continue the Exploration.

D72

You feel someone's hand on your shoulder, and you jump scared, ready to fight or flee, but as you look back, you only see Mildred. "The noise of your fight lured me here," she explains.

You share what you've found, and your story is much more interesting than hers "several footprints and one fruit core". Together, you consider what you should do next. She will organize the defense to protect the city in case fae aren't as nice as they claim. And you... You cannot decide.

- Gain the "**Helpful Ranger**" part **3** status.
- Discard **Secret 32** (if you have it).
- Go to Script D75.

D73

You and Mildred run through all you have gathered so far, but it isn't much. Next, you decide to split up to have a better chance of finding something in the forest.

"Good luck!" says the ranger, and she vanishes in the forest.

- Go to Script D51.

D74

Inspecting the footprints, you conclude that they are not real. They were left here to mislead you.

- Gain 1 Fatigue.
- Continue the Exploration.

D75

If you **have** the "**Time Passes**" status, go to Script D76.

Otherwise, go to Script D77.

D76

From the map, you've learned that fae – if that's even their true name – are probably headed toward a spot high in the southeastern mountains. They likely hide more information about the dreaded portals and the Dragon Guardians. And after something strange happened to you following the Dragon's death, it's imperative you learn more.

Additionally, you've found out about a cartographer who seems to be your only lead to the sky islands that plague your dreams. You've never been to the Academy where the man is located, but going there could also be an excellent opportunity to soak up some knowledge.

Where to go next...?

- Discard **Secret 31**.
- Discard **Secret 32** (if you have it).

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 04** to Explored.
- Gain **Worldmap card 06**, Unexplored side up – *The fae trail leads toward the snowy mountains in the east.*
- Gain **Worldmap card 14**, Unexplored side up – *A long canyon stands between the forest and the Academy.*
- Gain **Worldmap card 05**, Unexplored side up – *You have a lead that a cartographer from the Academy may shed light on the mysterious place from the vision.*
- Slot cards as in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

D77

From the map, you've learned that fae – if that's even their true name – are probably headed toward a spot high in the southeastern mountains. They likely hide more information about the dreaded portals and the Dragon Guardians. And after something strange happened to you following the Dragon's death, it's imperative you learn more.

But you cannot set off for a journey without checking on Caerberg first. What if monsters overran the city or if the earthquake completely leveled it? Before leaving the area, you must see if your people are safe. They might need you.

- Gain the "**Time Passes**" status – *while you were pursuing fae, anything could happen in Caerberg.*
- Discard **Secret 31**.
- Discard **Secret 32** (if you have it).

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 04** to Explored.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

D78

The Shadeclaw was simply too strong and you realize its fury was stimulated by hunger. Its mouth salivating, it rushes toward your mystlings, and you move to defend them. Fortunately, the Shadeclaw runs past them. Through the thick rain, you notice that the creature begins to scour an abandoned camp and devour all the leftover food. When it's sated, it plunges into the forest.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- Add a **Young Shadeclaw** Tier card to Random Combats.
- Clear the Arena.
- Gain 1 Essence.
- Go to Script D43.

D79

The path continues, tightly surrounded by the overwhelming forest. Should you continue?

Note: The more parts of the "**Tracker**" status you have, the easier you will find the assailants.

Choose one:

- **Follow the path** – go to Script D82.
- **Leave** – continue the Exploration.

D80

If you **have Secret 32**, go to Script D73.

Otherwise, read on:

You turn left and leave the main path behind. You strain your senses and soon enough, you find a few traces. Your heart suddenly fills with hope. Perhaps the invaders will be easier to find than you think?

- Go to Script D51.

D81

You plunge deep into the forest, which becomes dense, prickly, and generally impassable. The ones you're after couldn't have penetrated such a thick barrier of shrubs, not without leaving a lot of mess, at least. You come back to the main path.

- Each Mystling gains 1 💥.
- ⌛.
- Continue the Exploration.

D82

You follow the path north and finally notice that the dust on the ground is undisturbed. You look behind and see a clear outline of your footprints. No one else has walked this road except you. You turn back with a curse on your lips. You just wasted precious time.

- ⌛.
- Continue the Exploration.

D83

You may follow this path to return to the mechanical bridge. There still might be some traces of the otherworldly assailants.

Choose one:

- **Follow the path** – close **Map 09** and open **Map 08**. Gain **Secret 33**. Lock Script D23. Continue the Exploration.
- **Leave** – continue the Exploration.

D200

The fight is finally over. You look around, hoping the old tree hasn't been damaged too much and can still be a dwelling for forest mystlings.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain the "**Forest Predators**" part **4** status.

Tame: Take the cards listed on the Tier card and place them behind the *Party* divider. Add the Mystling Encyclopedia cards listed on the Tier card to the Mystling Encyclopedia. Return your Enemy Tier card to the Tier cards deck. Place your Enemy Ability card behind the *Removed* divider. Continue the Exploration.

Win: Gain 1 Item. Heal 5. Continue the Exploration.

Lose: Gain 1 Fatigue. Continue the Exploration.

Remote Knowledge

E0 Introduction

You think about the uncomfortable sensations that have been plaguing you since the meeting with the dying Dragon. You feel the irresistible urge to get to the floating islands from the vision, which affects not only your mind, but your body as well. A mild ache torments your head in the evenings, and an unpleasant tingling appears randomly in your limbs – you start suspecting that you carry an alien being inside your mind... You must discover what is going on and find a solution to it, and in the meantime you learn more about the Eclipse and the strange invaders.

In Caerberg, you've learned about the cartographer, Eric Fiske, who is probably the only person who may shed a little light on the mysterious places from the visions. Eric lives in the north, in a secluded, mystery-shrouded Academy.

To get there, you must travel through a canyon infamous for frequent avalanches and treacherous paths. Regretfully, it's the fastest way there, and you don't have the privilege of wasting time. Through the canyon you go, then.

Hints

Combat: Powerful Enemy.

Other: , or Mystlings will be useful. When choosing Mystlings, pay attention to your Quest cards.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – read on:

– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.
– Go to Script E77.

(See the art on the next page)

E1

There is only one lonely candle in the darkness of the building. Mist billows around your mouth with every breath. You follow the faint light of the candle and you enter a study to see a girl in an academic gown sitting at a desk before a pile of books. The girl is shivering.

"Another one of those wretched travelers," she murmurs under her breath.

Choose one:

- **Ask about the other traveler** – go to Script E22.
- **Ask if you can help her** – *She's shivering and has bags under her eyes.* Go to Script E6.
- **Show her the vase shards** (requires an in front of you) – *A glint of interest appears in her eyes.* Go to Script E59.
- **Leave** – continue the Exploration.

E2

"Eric is now under home arrest. As a close friend and follower of the venerable rector, he tried to free him and regretfully, he was caught by our guards. He will be exiled from the Academy at sunrise. Too bad. He's such a good man."

– Go to Script E5.

E3

If you **don't have** the "**Academy Secrets**" part **3** status, go to Script E50.

Otherwise, read on:

Normally, you would not pay attention to decayed wooden crates, but the girl's words about the potions tempt you to take a look. The planks crumble under your touch, making a smelly pile. There is nothing inside.

No! There is something in the pile. A small clay bottle with a worn label. The few intelligible symbols indicate a healing potion. Is that it?

– Flip the token in **slot II** from A to **B**.
– Gain **Secret 02**. If you **have** it already, gain 1 Item instead.
– Continue the Exploration.

E4

"I'm not hungry," she says. "I mean, I am, but I'm not starving. But I still may use your help. I have... uhm... an embarrassing confession to make. Care to hear it?"

You nod, intrigued.

"Well," she begins in a low voice. "I have tried a mystling potion once. It had some unpleasant side effects, but at the same time, it helped me focus. And it was warming."

You look at her with new interest.

"There is a rumor that some potions are stored in a cave under the watchtower. Maybe you can get me some?"

– If **slot II** is **empty**, place **token A** in **slot II**.
– Go to Script E6.

E5

If you **don't have** the "**Academy Secrets**" part **2** status, go to Script E23.

Otherwise, read on:

Ida argues with the two guards, who try their best to make her close her mouth. Upon seeing you, one of them says:

"Welcome, traveler. You can't enter the Academy without a permit so we suggest you find a room in the inn."

Ida waves a piece of paper before the guard's eyes.

"No, ma'am. Your permit expired. We've told you this already..."

Choose one:

- **Ask what the rector did** – go to Script E45.
- **Ask about your goal, the cartographer** – go to Script E2.
- **Try to convince them into giving you the permit** (only if you **don't have** the "**Academy Secrets**" part **5** status) – . Go to Script E18.
- **Bribe them into giving you the permit** (only if there is **no token A** in **slot III**; spend 6 Silver) – go to Script E57.
- **Show the permit and enter the academy** (requires **token A** in **slot III**) – *Once you enter, you won't be able to explore the outskirts anymore.* Go to Script E31.
- **Leave** – continue the Exploration.

E6

If **token B** is in **slot I**, *the scholar has her head buried in a book. She doesn't have time for you;* continue the Exploration.

Otherwise, read on:

She eyes you suspiciously.

"You can't help me without breaking the rules of the Academy!"

She waves her hand around and looks back at you.

"I am in such a tight spot! All it took was a little Eclipse celebration. I got a detention, and they have locked me in here! Not literally, but I can't leave unless I wish to be expelled. And believe me, this isn't a perfect place to study. And the exams are near!" She rolls her eyes. "It's freezing cold because of our stingy rector. I'm hungry. And cranky. If you come up with a solution to any of those – be my guest!"

You ask her about portals and Dragon Guardians, but she looks at you like you're mad.

"You're reading too much into legends, aren't you?"

Choose one:

- "**Where can I get you something to eat?**" – go to Script E4.
- "**Can I help with the heating?**" – go to Script E8.
- **Solve the heating problem** (requires **token A** in **slot I**) – go to Script E10.
- **Give her the potion** (requires **Secret 02**) – go to Script E12.
- **Leave** – continue the Exploration.

E7

The forest gets eerily quiet...

If an is in front of you, *you've heard the beast before it attacked, and you have a few seconds to prepare to fight;* during setup you may place your Mystling in any empty space in the Arena (if you're playing with **two players**, only one can use this effect).

- Set up a Random Combat, adding a **Prowler** to the pool of Enemies to choose from.
- Add 1 Corruption card to this Combat.
- Close the Adventure Journal and start the Combat.

E8

"Can't you see there is no fireplace here?" She gets irritated. "It would be unsafe to start a fire here, and even if I could do that, I have no firewood!"

You frown. You have seen the woods surrounding the Academy, so gathering firewood would be the easiest problem to solve. Warming up the room could be a bit harder because fire easily gets out of control, but it is not impossible, is it?

- If **slot IV** is **empty**, place **token A** in **slot IV**.
- Go to Script E6.

E9

Even now, in the dead of night, you can see that the grove close to the Academy is frequented by the locals. There are many paths crisscrossing the area, and some glades seem to be used as meeting points.

The area appears desolate now, although you keep hearing unsettling, distant cries.

Choose one:

- **Explore the forest** – . Go to Script E51.
- **Sneak into the academy** – *It's guarded from the guardhouse. You may have serious problems if they catch you.* If you enter the Academy now, you won't be able to explore the rest of the area outside. Go to Script E25.
- **Gather wood** (requires **token A** in **slot IV**) – . Go to Script E15.
- **Leave** – continue the Exploration.

E10

"Finally warm," she smiles and rubs her hands. "I have a little something for you. A small token of gratitude."

Her face beaming and eyes glinting, she hands you an item.

- If you **don't have** a Mystling, – *Coming up with an idea about how to make the fire safe was rather time consuming.*
- Flip the token in **slot I** from A to **B**.
- Gain 1 Item.
- Go to Script E20.

E11

If you **have** the "**Academy Secrets**" part **4**, *there are too many guards here. You cannot approach the rector's room;* go to Script E61.

If **any token** is in **slot VI**, *you've visited the rector already;* go to Script E61.

Otherwise, read on:

"Halt! Those quarters are off-limits."

You turn to the guard and explain that you only want to see the rector.

"No one can see him," the guard says firmly. "He awaits a trial."

Choose one:

- **With Ida's aid, convince them to let you speak with the rector** (requires the "**Storyteller**" part **2** status) – *Ida is livid, but she knows the guards and might be able to speak your way in.* Go to Script E38.
- **Explore the rest of the tower** – go to Script E61.
- **Leave** – continue the Exploration.

E12

The girl sips the potion, and suddenly, her cheeks get intensely red. She makes a wry face, shakes her head, and puts the bottle away.

"It does warm you up, but I don't think it is meant for people."

The red color fades only to be replaced by a greenish tinge. She grips her stomach.

"It was a terrible idea," she manages. "But thank you anyway. At least, I won't fall asleep anytime soon."

- Discard **Secret 02**.
- Place **token B** in **slot I**.
- If **any token** is in **slot IV**, discard it.
- Go to Script E20.

E13

A woman sitting next to you clenches her dirty hands and says:

"Everything is in shambles. The heating system, the machinery – all of it dead. And that's all the fault of one man, the wretched rector. I hope the board of professors will quickly deal with him, and we can return to our work. I'm stuck here until I unload the wares.

- Go to Script E26.

E14

The stairs of the library tower creak as you take the first step. You can't see anybody, which doesn't surprise you at all. Everyone must be resting after the troublesome day or dealing with their fragile situation in the Academy. You feel tempted to climb its stairs, but you have no idea how much time the exploration might take.

Choose one:

- **Search for the books about Eclipse** – ⌛. Go to Script E58.
- **Look for something about the dark element** – ⌛. Go to Script E47.
- **Let your Young Shadeclaw rifle through the library** (only if you **have** the **Young Shadeclaw Quest card** available and you **have** the **Young Shadeclaw** with you) – *Your mystling seems excited at the opportunity of exploring this area.* Go to Script Z29 at the end of this Adventure Journal.
- **Leave** – continue the Exploration.

E15

If you **have** the "**Academy Secrets**" part **6** status, go to Script E43.

Otherwise, read on:

As you delve into the forest, you look around, marveling at the lush flora.

- Perform the Test.

At the end of the Test: For each 👁, ⌛ or gain 1✹.

5 or less	*You find nothing exceptional during your search for dry firewood.*	Go to Script E7.
6	*You heard something while searching for dry firewood.*	Place an 🌀 in front of you. Go to Script E7.
7	*You pick up an abandoned trinket and realize that you have just heard a weird sound.*	Gain 1 Item. Place an 🌀 in front of you. Go to Script E7.
8 or more	*You find nothing exceptional during your search for dry firewood.*	Go to Script E7.

E16

Everything indicates that the caves were once used as some kind of warehouse. Except for some recent tracks, probably left by students, everything seems untouched for years.

However, one alcove catches your attention. You sneak inside, and you find an ineptly hidden journal. It describes a plan on how to free the captive Blazereefs, who should have returned to the sea many years ago. Blazereefs do need to periodically return to the sea – they suffer otherwise. The Academy indeed should have released mystlings after a year of help and sought new creatures then, but the operation seemed too costly, so they kept the same Blazereefs forever.

The plan to free them seems rather solid, but it points out one major problem. The Blazereefs are crucial for the Academy, as without them many systems would not work properly. But the person who wrote the plan decided that the freedom of Blazereefs is more important than that.

If you **don't have** the "**Academy Secrets**" part **3** status, go to Script E50.

Otherwise, continue the Exploration.

E17

Who would have thought that gathering wood in the forest could be such a challenging task?

- Place **token A** in **slot I**.
- Flip the token in **slot IV** from A to **B**.
- Continue the Exploration.

E18

Both guards frown when you suggest that they could give you the permit, but they say nothing. You feel you have a chance, but there won't be another one.

- Gain the "**Academy Secrets**" part **5** status.
- Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.

If you have the "Merchant's Favor" part 3 status: You may ignore up to 2 – *When guards see the letter from Hazel, they look at each other with uncertainty.*

If you have the "Storyteller" part 2 status: You may ignore 1 – *Ida's fury makes the guards vulnerable; they will do almost everything to get rid of her.*

9 or less	*It is impossible to convince the guardians.*	Continue the Exploration.
10	*They reluctantly let you pass.*	. Go to Script E57.
11	*You didn't expect that it would be so easy to convince the guardians.*	Go to Script E57.
12 or more	*It is impossible to convince the guardians.*	Continue the Exploration.

E19

Half a dozen guards watch the stairs leading to the upper tower levels.

If you **have** the "**Academy Secrets**" part **4** status, go to Script E42.

Otherwise, read on:

You engage in a short conversation with the guards. They inform you that the library is located in the second tower, but for the time being, no one is there to guide you. If you go up the stairs, however, you may visit the cartographer. If you're here for the rector, though, you're out of luck – he's seeing no one until he's judged by the council.

Choose one:

- **Go up** – *You won't be able to explore the lower levels anymore.* Discard **Secret 39** (the current overlay card). Gain **Secret 40**. Continue the Exploration.
- **Leave** – continue the Exploration.

E20

The girl looks at you with a faint smile, trying not to glance at the pile of books.

"Getting into the Academy might prove impossible, traveler. You don't work there so I doubt they will issue a permit for you.

"But if you really need to get inside... Well, since you helped me, I'll help you. There is a secret passage hidden in the shadows of the cliff – to the west of the inn. It is used by some of my fellow students who use it to sneak out to the inn."

The student stretches and opens a book. Then adds:

"The passage is hidden. Look for a discolored stone. There should be a small crevice close to it. If you put your fingers inside and yank up..."

She explains how to open the hidden doors and then returns to her studies.

- Gain the "**Academy Secrets**" part **1** status.
- Continue the Exploration.

E21

You enter the dark cave. The air is surprisingly warm and stuffy there so you wipe the sweat off your forehead and plunge in.

Choose one:

- **Explore the cave** – ⌛. Go to Script E16.
- **Look for the elixir** (requires **token A** in **slot II**) – ⌛. Go to Script E3.
- **Leave** – continue the Exploration.

E22

"Noise and commotion, nothing more," she pouts. "The woman was as angry as a wasp! Apoplectic, I should say. You could hear her screaming from the watchtower."

- Go to Script E1.

E23

As you approach the guardhouse, you hear the familiar voice of the storyteller. You spot Ida who is arguing with the guards, trembling with irritation. She is desperately trying to explain to them that she has always been let into the Academy

"The rector even has a room booked for me," she insists.

"It doesn't matter," a guard says firmly. "The old rector has been accused of treason, and he is in custody. You can't enter the premises until it blows over, or you get a new pass."

"And it is too late to get one now," the other one hastens to add. "Wait until tomorrow."

You come up to Ida, and you exchange a few tense pleasantries.

Choose one:

- "**What are you doing here?**" – go to Script E29.
- "**What's going on in the academy?**" – go to Script E37.
- **Move on with the conversation** – go to Script E36.

E24

You stand before the cartographer's door adorned with an iron compass, its legs spreading over a picture of the world. Should you enter right now?

Choose one:

- **Leave** – continue the Exploration.
- **Knock on the door** – this ends the Scenario. Read on:

A surprisingly young man opens the door and tells you to go away. He's too busy packing up to talk to you. You beg him to listen to you, and Eric agrees but not without a scowl of irritation.

You tell him about the portals, the Dragon, the visions, and with each word, his eyes become wider.

If you **have** the "**Return to the Sea**" status and/or the "**Storyteller**" part **3** status, go to Script E99.

Otherwise, read on:

"Your story is absurd and strange, but I must believe you as you speak of the floating islands. Only a few people know about this place, and, to my knowledge, I am the only one who has seen it. I don't have much time, I'm afraid, but I will tell you what you need to know to get there."

Then, Eric explains to you how to get to the distant land where large rocks float hidden in thick clouds above lake Llyndraig. He asks you not to reveal the location to anyone and he has a solid reason for that. He has namely spotted two Dragon Guardians there, and he fears that such knowledge should be kept secret. Also, he isn't sure if the Dragons are humanity's allies or if they just care about themselves.

Unfortunately, he doesn't have more time for you. Because of his reckless support for the incriminated rector, the time of his exile is approaching. He must finish preparing for a journey to Drosibay, from where he plans to explore the eastern seas.

- End the Exploration.

If you **have** the "**Academy Secrets**" part **3**, go to Script E100.

Otherwise, go to Script E55.

E25

You creep in the shadows, but staying unnoticed isn't an easy thing on the open span of the bridge.

- Gain the "**Academy Secrets**" part **4** status.
- Perform the Test.

At the end of the Test: For each , spend 1 Item (if you can't, discard 1 Silver).
Mystling: You may ignore up to 2 .

7 or less	*You have been spotted and got slightly injured, but managed to flee.*	Each Mystling gains 2. Go to Script E46.
8-9	*You got a few bruises and scratches trying to hide, but you successfully got through.*	Each Mystling gains 1. Go to Script E46.
10	*You have managed to get through.*	Go to Script E46.
11 or more	*You have been spotted and got slightly injured, but managed to flee.*	Each Mystling gains 2. Gain 1 Fatigue. Go to Script E46.

E26

The inn offers rooms for all the non-scientific employees of the Academy such as suppliers, guards, and cleaners. All of them seem visibly agitated, and they gossip about the rector. You also hear people mention the disappearance of the Blazereefs. Some mention the Eclipse, but no one talks about Dragon Guardians or portals – you decide it's better to not foster panic for now.

Choose one:

- **Buy a meal for you and your mystlings** (spend 1 Silver) – Heal 3. If you **have** the "**Academy Secrets**" part **8**, Heal 3 more. Then, choose again.
- **Browse the merchant's wares** – go to Script E28.
- **Ask about the problems in the academy** – go to Script E13.
- **Ask the guards about Blazereefs** – go to Script E44.
- **Leave** – continue the Exploration.

E27

The mystling disappears among crooked trees to never be seen again. Your companions are all fired up after this victory.

- Gain 4 .

If **token A** is in **slot IV**, go to Script E17.
Otherwise, continue the Exploration.

E28

A wandering merchant offers some goods to sell.

Choose one:

- **Buy supplies** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Then, choose again.
- **Buy equipment** (spend 4 Silver; if you **have** the "**Academy Secrets**" part **8**, spend 3 Silver instead) – draw 3 Equipment, gain 1 of them, and discard the rest. Then, choose again.
- **Sell equipment** (spend 1 Equipment) – gain 2 Silver. Then, choose again.
- **Sell supplies** (spend 2 Items) – gain 1 Silver. Then, choose again.
- **Leave** – go to Script E26.

E29

"I was going to see the rector," Ida says. "It was an urgent thing to do because he needed to be informed about the troubles in Caerberg and about the Eclipse. He would have to discuss the news with the board of professors. Alas, I couldn't see him. The guards told me it was impossible because the rector had been accused of something. What utter rubbish! The rector's reputation is impeccable!"

- Go to Script E23.

E30

The mystling growls at you and your beaten companion as you slowly retreat. When you leave what you think is the hunting ground, the creature stops pestering you.

– ⌛.

If **token A** is in **slot IV**, go to Script E17.

Otherwise, continue the Exploration.

E31

If you **have** the "**Storyteller**" part **2** status, go to Script E34.

Otherwise, go to Script E46.

E32

Hidden script

The hidden stairs lead up to a sheer rock cliff. There is no passage, nothing. You blink, utterly surprised.

If you **don't have** the "**Academy Secrets**" part **1** status, *you search the area for a while but find nothing;* continue the Exploration.

Otherwise, read on:

You follow the directions from the student, and indeed, you find a secret passage there!

Choose one:

- **Enter the Academy** – *Well, you will get into the academy this way, but bear in mind that you will do it illegally.* If you enter the Academy now, you won't be able to explore the rest of the area outside. Go to Script E35.
- **Leave** – continue the Exploration.

E33

You didn't expect that, but it seems that you've made a new companion in this rather unremarkable forest.

If **token A** is in **slot IV**, go to Script E17.

Otherwise, continue the Exploration.

E34

"Thank you for helping me get into the Academy," Ida says. "I will visit the rector straight away. This whole arrest thing must be a misunderstanding. He lives on the second floor of the tower."

She takes a step, but turns back again to you.

"By the way," she adds. "Hurry up if you want to see the cartographer. As the rector's staunchest ally, he is supposed to leave the premises before dawn."

– Go to Script E46.

E35

You are making your way through the secret passage. The hard part will begin when you sneak into the Academy, though, as the place may be teeming with guards, and you'd better not attract any attention.

– Gain the "**Academy Secrets**" part **4** status.
– Go to Script E46.

E36

"In the meantime, I will keep trying to enter the Academy, one way or another," Ida says.

You are not sure whether this is the best option. You suggest that the Academy is rather unsettling right now, and returning to Caerberg seems a much safer option.

"Safer?" Ida smiles. "I don't care about safety. This is where I belong."

Her perseverance impresses you, but still, you are not sure. You could try to convince her to take shelter in Caerberg or take her with you to the Academy once you obtain the permit.

– Gain the "**Academy Secrets**" part **2** status.

Choose one:

- "**You should return to Caerberg.**" – *"I know it's difficult to abandon your journey, but it's dangerous. With the academy problems, the Eclipse, and everything that's wrong with the world right now."* Go to Script E60.
- "**I'll take you with me when I get the permit**" – *It's dangerous, but it's her decision to be here. You may as well help her.* Go to Script E54.

E37

"What a mess this Academy has become," Ida says. "Those stupid guards won't let me in. You can, in fact, use the bridge to sneak into the Academy without a permit. There is a fair chance nobody will spot you – but nobody will also aid you if you're attacked by mystlings roaming the nearby forest. Besides that, I don't want to use that passage. What would people think of me if I tried to get there illegally? No way I am going to risk my reputation."

– Go to Script E23.

E38

The rector begins to speak, but Ida pays no attention and simply hugs the man.

"How am I glad to see you, daughter," the rector says and hugs her back.

You stare at it in amazement. Ida senses your confusion and pulls back.

"I should have told you the truth," she explains. "This is my foster father."

"Welcome, tamer," the rector says to you and shakes your hand. "My daughter's friends are mine."

"Tell me, father," Ida is trembling with emotions. "What is this treason thing all about?"

"Well," the rector sighs. "I have been accused of letting Blazereefs go. Well, quite rightfully, to be honest. They were in the Academy for years, which was wrong because those creatures cannot get separated from the water for too long. It wasn't-"

Suddenly, the door bursts open, and a professor-like man charges inside.

"What is this all about?" he shouts. "Rector, you are in custody! You are not allowed to have any visitors!"

You feel that the time has come for you to act.

Choose one:

- **The rector's decision was right and you should stand up for him** – ⌛. Go to Script E48.
- **The rector should have discussed his decision with other professors** – go to Script E52.

E39

It is dark, but it is the least of your problems. The mountains are swept with never-ending gusts of freezing wind, and all you think about is the warm shelter past the safe walls.

– Gain 1 Fatigue.
– Place **Secret 42** (it's the Secret you just revealed) face down in the Event slot. Set ⌛ to 1.
– Continue the Exploration.

E40

The area of the Academy strikes you as surprisingly inhospitable for knowledge lovers. You walk through a cluster of buildings and stop in front of an imposing guardhouse. There is a menacing precipice behind the building, but there is also a sturdy bridge spanning over the chasm. The buildings of the Academy proper soar to the sky on the other side.

You are only a few steps away from seeing the cartographer, who may share some knowledge about the places in the vision.

– Open **Map 12**.
– Place **Secret 42** face down in the Event slot. Set ⌛ to 3 – *The night is cold, and you're exhausted. You probably don't need to hurry, but if you linger, your mystlings will be fatigued.*
– Begin the Exploration.

E41

The guards seem relieved and thank you for dealing with the Blazereefs.

"We're gonna send someone to gather them back and take them to the Academy," one of them says.

"And you will get a special pass," his companion adds.

– Flip the token in **slot V** from A to **B**.
– Place **token A** in **slot III**.
– Gain 2 Silver.
– Continue the Exploration.

E42

You sneak around, avoiding guards. Several servants notice you, but fortunately ignore you – they probably want to avoid troubles.

You see a large staircase leading up the main tower. Do you want to leave the ground floor?

Choose one:

- **Not yet** – continue the Exploration.
- **It's time to move on** – *You won't be able to return here.* Go to Script E63.

E43

You move around the forest and stoop to pick up enough firewood to start a fire for the student.

- Place **token A** in **slot I**.
- Flip the token in **slot IV** from A to **B**.
- Continue the Exploration.

E44

If **token A** is in **slot V**, go to Script E41.

If **token B** is in **slot V**, *you've already solved the problem;* continue the Exploration.

Otherwise, read on:

The Blazereefs, according to the guards, have been released by the rector. They are surely hiding somewhere, but who can say where exactly? It is going to be a long search, despite the mystlings' large size.

"The thing is that we need those creatures back," a guard tells you. "A lot of systems in the Academy are useless without them. Someone has to find the mystlings and bring them back. Aren't you a tamer, by any chance?"

Note: If you **have** the "**Return to the Sea**" status, it won't be possible to finish this task.

- Go to Script E26.

E45

The guards are absolutely convinced that the rector has lost his mind.

"How are we going to get those boilers to work again?" one of them complains. "Everything was working fine as long as the Blazereefs were here, but now we're going to freeze to death. Why did he release them? Would a sane person have done that?"

"The rector has always been too lenient for the Blazereefs, but the board of professors somehow managed to keep him in check," the other guard finishes. "Now, however, he seems to be acting on his own account. Crazy man!"

"Feel the cold?" the first guard cuts in. "It's his fault! It is the rector's doing."

- Go to Script E5.

E46

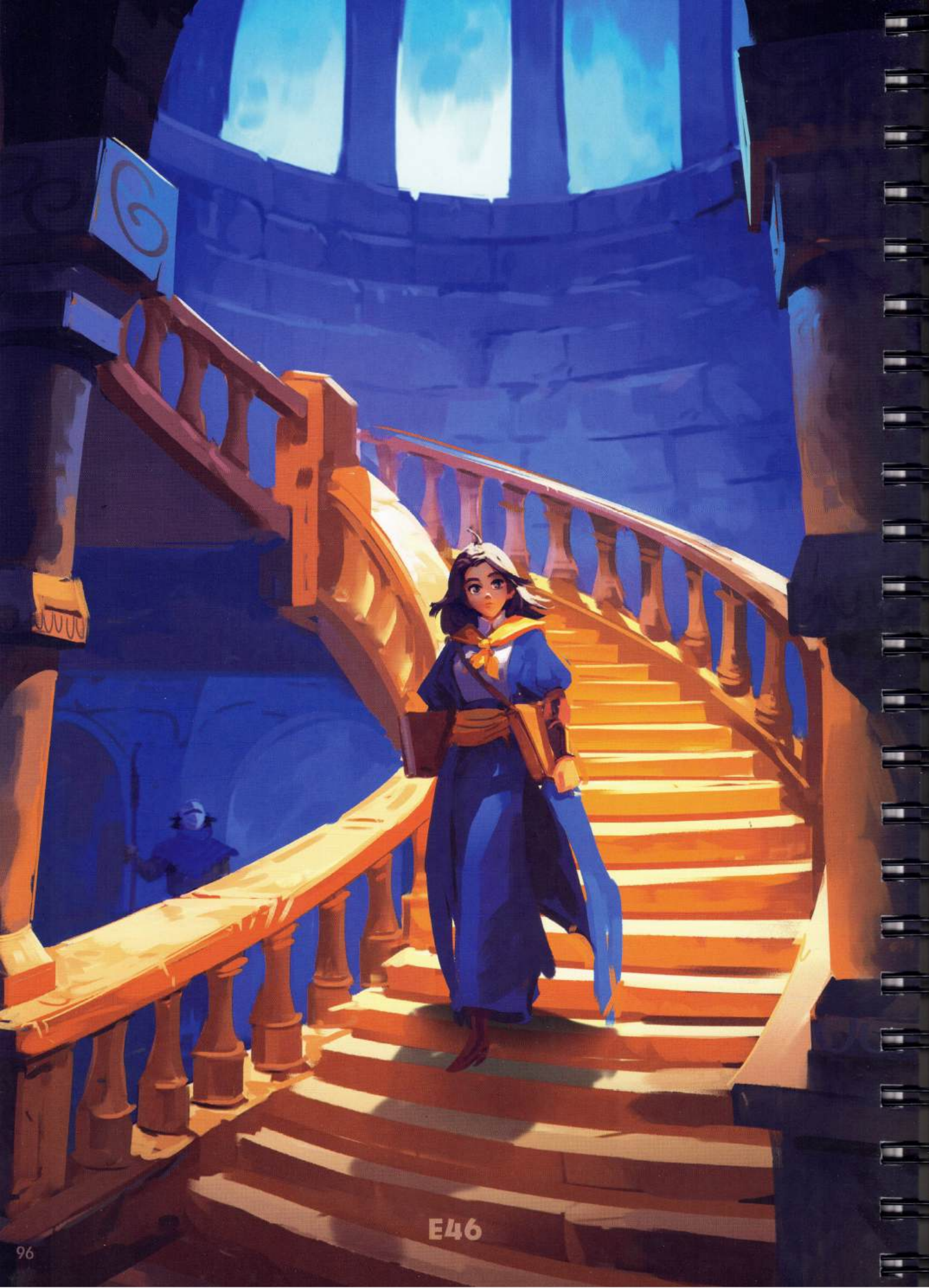
You enter the ground level of the Academy. It is night, and you would expect nothing but shadows in the halls and echoing silence in the empty classrooms. Much to your surprise, you see people milling everywhere. They are all busy and agitated, so hardly anyone pays attention to you, but you don't fail to notice that the stairs are heavily guarded.

- Discard the Secret from the Event slot (if any).
- Gain **Secret 39**.
- Gain **Secret 41**.

Important: Carefully read the Secret rules, as they are crucial for this Scenario.

- Place **Secret 43** face down in the Event slot. Set to 4 – *Dawn is nigh, and it will be too late then. Hurry!*
- Continue the Exploration.

(See the art on the next page)


E46

E47

When you have 3 : The Test ends immediately. Resolve the matching outcome.
If you have the "Academy Secrets" part 7 status: You may ignore up to 2 – *You know something about how the books are organized here.*

7 or less	*After some time, you find books about the dark element.*	. Go to Script E62.
8	*You find books about the dark element.*	Go to Script E62.
9	*You find books about the dark element. Additionally, someone left a coin inside one of the tomes.*	Gain 1 Silver. Go to Script E62.
10 or more	*Burrowing through the books took a hefty amount of time.*	. . Go to Script E62.

E48

As a tamer, you know for a fact that Blazereefs may wither when they are away from bodies of water for too long. You argue that the Academy would lose them anyway, and their death would be on the professors' conscience. You add that it is much better to let them return to water for some time as your cooperation with mystlings must be based on trust and mutual respect."

Ida and the rector are relieved. There is no doubt that the board of professors will discuss the matter again, but for the time being, the rector remains in custody.

You want to mention the Eclipse and other problems, but there is no time for this. Ida promises to bring the subject later.

- Gain the "**Storyteller**" part **3** status.
- Place **token A** in **slot VI**.
- Continue the Exploration.

E49

You still wander the Academy's halls when the dawn breaks. A young man, clutching too many bags and scrolls, rushes past you down the stairs. Unknowingly, he drops a map. You bend over to pick it up and hand it to him.

"Thank you," he says. "Could you help me with all that?"

You start explaining that you can't as you must hurry to find a cartographer but the man smiles wryly and shakes his head.

"You're in luck, unlike me. Eric Fiske, the cartographer, at your service. However, if you do want my services, help me out."

You grab two of his many bags and as the two of you rush out, tell him about the portals, the Dragon, the visions.

"Your story is absurd and strange," Eric replies. "But I must believe you since you mentioned the floating islands. Only a few people know about this place, and, to my knowledge, I am the only one who saw it."

Then, Eric explains to you how to get to the distant land where large rocks float hidden in thick clouds above lake Llyndraig. He asks you not to reveal the location to anyone as he spotted two Dragon Guardians there.

"I don't want such secrets to spread," he adds. "Now, I wish I had more time for you, but I must arrange transport for myself. I cannot stay here any longer, or I will have a trial."

You feel you should go, too. You have spent enough time.

- Gain 1 Fatigue.
- End the Exploration.

If you **have** the "**Academy Secrets**" part **3** status, go to Script E100.

Otherwise, go to Script E55.

E50

It's definitely too muggy in this cave. You wonder if you're close to a boiler room, or maybe there are hot springs inside the Academy.

But then, you hear a low rumble or a growl. Your mystlings get tense and you take a few steps back. A large beast emerges from the darkness before you. It is covered in red and orange coral which seems a little withered. The mystling's blue underbelly and sharp claws... Yes, you are sure. You haven't seen one until now, but you're sure that's a Blazereef. You are in for a difficult clash.

- Gain the "**Academy Secrets**" part **3** status.
- Setup Combat:
  - **Arena:** card **4**, map **1**.
  - **Enemy Blazereef:** cards **18**, **19**, and **20**.
  - **2 Major Corruption: C**.
- Close the Adventure Journal and start the Combat.

E51

If you **don't have** the "**Academy Secrets**" part **6** status, go to Script E7.

Otherwise, read on:

You stroll through the grove and realize that it has been developed by the Academy, and most likely often frequented by its students. All kinds of garbage glitter in the moonlight, ranging from bottle shards to some useful items.

- You may ⌛ to gain 1 Item.
- You may ⌛ to gain 2 Silver.
- Continue the Exploration.

E52

You glance at Ida's face. She is not happy with your verdict, but she seems to agree that the rector has made a rushed decision. The board members nod with satisfaction.

You want to mention the Eclipse and other problems, but there is no time for this. Ida promises to bring the subject later.

- Place **token B** in **slot VI**.
- Continue the Exploration.

E53

If you follow this path, you will reach the Academy at nightfall.

Choose one:

- **Head toward the Academy** – go to Script E76.
- **Stay here** – continue the Exploration.

E54

Ida thanks you for your readiness to help.

"Until you pull it off, I will stay here and continue to argue with those morons," she says.

- Gain the "**Storyteller**" part **2** status.
- Go to Script E5.

E55

You're passing the last of the Academy's buildings when you hear an explosion behind you. You turn around and see a strange scene. Several mystlings have suddenly appeared. Wait! Are those Blazereefs?

You notice few guards rallying to repel the arrivals. The guards are aided by some mystlings, mainly weaker ones like Alukahs and Prowlers. But what are the Blazereefs planning on doing? It's hard to tell. They may be escaping or trying to destroy the bridge.

Choose one:

- **It's not exactly your problem** – *You have neither the time nor energy to entangle yourself in another conflict.* Go to Script E100.
- **Rush to help the guards** – *They won't last even a few minutes. You're a tamer. It's your job to calm wild mystlings.* Go to Script E70.

E56

You realize that you're not dealing with a single Blazereef. There are more of them, and all of them are wearing collars, branding them as the property of the Academy.

You sigh, not sure what to do with them.

As a tamer, you know that the Blazereefs often leave the sea and wander off, but they need to come back to water on a regular basis. Those here haven't seen the sea for too many years.

On the other hand, they are not your property, but the Academy's. Should you really meddle?

Choose one:

- **Lead the Blazereefs out of the cave** – *You will let them out through the canyon. They will catch the distant scent of the eastern sea.* Gain the "**Return to the Sea**" status. Go to Script E21.
- **Secure them here for the academy** – *They belong to the academy that seems to rely on their powers.* Place **token A** in **slot V**. Go to Script E21.

E57

You finally manage to convince the guards who reluctantly issue a pass for you.

- Place **token A** in **slot III**.
- Go to Script E5.

E58

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .

, **once per Test:** You may add or subtract 1.

If you have the "Academy Secrets" part 7 status: you may ignore 1 – *you know something about how books are organized here.*

6 or less	*After some time, you find books about Eclipse.*	. Go to Script E102.
7	*You find books about Eclipse.*	Go to Script E102.
8	*You find books about Eclipse. Additionally, you find a lost trinket and decide to pocket it.*	Gain 1 Silver. Go to Script E102.
9 or more	*One of the bookshelves falls over you and your mystlings... The only good thing, a book about the Eclipse was there.*	. Each Mystling gains 1 . Go to Script E102.

E59

Her eyes glisten as she inspects the vase.

"Listen," she says, her voice a bit husky, and looks back at you. "I want to buy this thing from you. It is... a rare specimen. An artifact from before the Cataclysm. I could push my paper on an ancient civilization I have been researching for some time now. I am trying to prove they weren't humans, and this find may help me. Name your price," she says and bites her bottom lip in anticipation.

Choose one:

- **Sell the shards** – gain 3 Silver, discard an . Continue the Exploration.
- **Ask her to repair the vessel** (requires **token B** in **slot I**) – *She will help you only if you helped her before.* Discard an . Gain **Secret 44**. Continue the Exploration.
- **Decide later** – go to Script E1.

E60

Conversation with Ida has not been an easy one, but she reluctantly agrees to return to Caerberg.

"You are right," she admits. "This place isn't safe. Not anymore, anyway. I will spend the night in the inn and set off in the morning. But until I'm completely exhausted, I'm staying here and trying to convince those boneheads to let me in."

– Gain the "**Storyteller**" part **1** status.
– Go to Script E5.

E61

The tower corridors seem deserted. The guards focus their attention on the room where the rector is kept, and the professors stay in their rooms where they probably chatter, complain, and ponder about what future awaits them and the Academy. Such a noble institution probably hasn't faced a crisis like that for a long time. Anyway, you cannot imagine a better moment to rummage here and there.

Choose one:

- **Pilfer some redundant items** – . Gain 1 Equipment. Continue the Exploration.
- **Break into a seemingly empty room** – . Go to Script E98.
- **Leave** – continue the Exploration.

E62

You eagerly absorb the knowledge about the dark element, which is seen, to your surprise, more and more often. Few remaining sources describing the Cataclysm don't even mention the dark, and only focus on the creatures it breeds. What else, the laws governing the other elements do not always apply to the dark.

The longer you read, the more unsettled you are – but it is not your anxiety; it has an alien source dwelling inside you.

– If you **don't have** the "**Understanding**" part **2** status, gain 1 Essence and the "**Understanding**" part **2** status.
– Go to Script E14.

E63

You see a strong group of guards milling around. Sneaking past them might be more than problematic.

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .

7 or less	*A guard appears and you barely manage to avoid detection.*	Continue the Exploration.
8-9	*You wait the guards out and sneak onto the staircase.*	. Go to Script E64.
10	*You take the first opportunity that shows itself and sneak onto the staircase.*	Go to Script E64.
11 or more	*Someone spots you. You try talking and bribing your way out of this situation...*	Discard all Silver. . Go to Script E64.

E64

– Discard **Secret 39** (the current overlay card).
– Gain **Secret 40**.
– Continue the Exploration.

E65

Hidden script

Out of the corner of your eye, you spot a dark being perched on a rock ledge and staring at you. It is most certainly a very nimble creature. After a while, you see it stand up and move about the rocks, keeping excellent balance thanks to its black tails.

– Place a in front of you if it isn't there already.
– Continue the Exploration.

E66

"Two travelers have recently taken the dark path to the left," the merchant says. "But it wasn't an easy passage. They left the path injured and scared. They did say something about an unearthed ruin which tempted them with the prospect of finding a treasure, but they had no chance to come near them. The path on the left, it seems, used to be the main road, but now it is a dangerous one to take, especially without a rope. If I were you, I would take the right one, where the sun can reach. But it is unfortunately entirely overgrown."

– Continue the Exploration.

E67

You see thick bushes which may make the trip problematic. You could hack your way through them but it would take a lot of time and even more effort – if you make it, going back will make little sense. Oh, and there is a broken cart close to the bushes.

Choose one:

- **Hack through the bushes** (requires) – . Go to Script E81.
- **Salvage the handcart** (only if **slot II** is **empty**) – . Gain 2 Items. Place **token B** in **slot II**. Choose again.
- **Leave** – continue the Exploration.

E68

You try to attach the rope for security measures.

- Perform the Test.

Mystling: Ignore the effect below.
At the end of the Test: For each pair of , each Mystling gains 1.

5 or less	*Wedging the hook into stone crevices is almost impossible. You walk all the way to the ravine wall and use it as a safety measure in addition to the rebellious line.*	Discard . Each Mystling gains 1. Go to Script E91.
6	*It took you half a dozen throws, but you finally succeeded.*	Each Mystling gains 1. Go to Script E91.
7	*The grappling hook is stuck fast in a sturdy root. With the line safely attached, you cross the gap easily.*	Go to Script E91.
8 or more	*You lose balance and swing on the rope, painfully hitting the wall, before scrambling on the ledge.*	Discard . Each Mystling gains 2. Go to Script E91.

E69

You slowly explore the cave system, marking your way not to get lost. After a while, you encounter a fragment of buried underground ruins. You immediately associate the place with the other ruins where you found Golomos. But the aesthetics of this place is more... ethereal? Then again, it's hard to tell explicitly, as you see only a small fragment, and a severely damaged one to it.

- Gain **Secret 37**.
- Continue the Exploration.

E70

You rush to help the guards, who scatter in fear, when their mystling faints from exhaustion. Their furious opponent lets out a stream of scalding steam and charges at you.

- Setup Combat:
  - **Arena:** card **4**, map **1**.
  - **Enemy Blazereef:** cards **18**, **19**, and **20**.
  - **Major Corruption: C**.
- Close the Adventure Journal and start the Combat.

E71

You experience the uncomfortable feeling of being watched...

If **token B** is in **slot I**, go to Script E88.

Otherwise, go to Script E94.

E72

When the Blazereef backs off, you can finally look around. You notice several other scrawny-looking Blazereefs glaring about, unsure what to do.

Choose one:

- **Let them escape** – *They have a chance of escaping under the veil of the night.* Gain the "**Return to the Sea**" status. Go to Script E100.
- **Lead the scared Blazereefs back to the Academy** – *They belong to the Academy, and thus, it's not your decision to let them go. And you will most probably be rewarded.* Gain 4 Silver, 2 Items, and 1 random Equipment. Go to Script E100.

E73

The landslide uncovered an entrance to a cave system...

Choose one:

- **Enter the cave** – go to Script E97.
- **Leave** – continue the Exploration.

E74

You managed to get through the thicket, and now all you want to do is forget about the finger-long thorns, biting insects, and the feeling of being trapped. You are tired and so are your mystlings. When you look over your shoulder, you notice that you've already wandered far from the merchant caravan. You won't turn back now.

- Unlock Scripts **E53** and **E86**.
- Lock Scripts **E96**, **E78**, and **E67**.
- Continue the Exploration.

E75

After you've confused and fatigued the Darktailen, it stops attacking and escapes into the canyon shadows. From there, it eyes you curiously. When you move on, it follows from a safe distance. You have a feeling that it will join you tomorrow and maybe allow you to become its friend.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
- ***Darktailen* divider:** Add card **43** a-side up to the Mystling Encyclopedia.
- Add card **42** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **40**, **44**, and **45** with all the Darktailen Action cards (6) behind the *Party* divider.
- Place card **41** behind the *Removed* divider.
- Clear the Arena.
- Go to Script E87.

E76

You look at your mystlings, eager to finally leave the wretched canyon. You let out a long breath and try to relax tense muscles. But then, you hear a low growl resembling the crunch of feet on gravel. The deep shadows transform into a terrifying dark mystling. You've never seen such a monster! But it cannot be anything but a Darktailen – a mystling from scary bedtime stories.

- End the Exploration.
- Setup Combat:
  - **Arena:** card **8**, map **3**.
  - **Enemy Darktailen:** cards **40**, **41**, and **42**.
  - **Major Corruption: C.**
  - **Modifiers:**
    - If a ◌ is in front of you, discard it – *You saw the tails before on the rocks and planned ahead for such an encounter.* You may place your Mystling standee in any ◠ space.
- Close the Adventure Journal and start the Combat.

E77

The people of Caerberg are uneasy, and it shows – there are few children on the streets, shutters are closed, and if someone is outside, they glance nervously at the sky.

And the sky is unsettling with the distant black lines of portals connecting your world and the world of shadows. What is more, rangers report sightings of unknown mystlings, aggressive and dangerous, and odd figures with black wings.

Do you really want to leave those people to follow vague clues? Unfortunately, you must, but if you succeed, you may have an opportunity to save them. You have, after all, received a vision from a Dragon Guardian... It cannot be something trivial, right?

After a fierce meeting with city guards, tamers, and rangers, where you share all gathered information about the Eclipse, portals, Dragons, and fae, many matters are settled. Your second-in-command, will replace you as the head of tamers, and the guards will cooperate with her to protect Caerberg. They will refrain from actions outside the city unless they are forced to.

Then, you decide to stock up on equipment before venturing off. You wanted to visit the market, but you discovered that Hazel had not only recovered from her wounds but also started thinking about restarting her business.

"Hello, love," Hazel greets you with a smile, ignoring the fact that she sits on a modest bed in a tavern instead of her shop. "Several kind people like you have already helped me get on my feet. My shop will be rebuilt someday, but my will to trade is already back with me! So, tell me everything, love. I know you want to buy something before your big journey. Don't be so surprised. I have many ears in the city..."

- Gain 3 Silver for each part of the "**Merchant's Favor**" status – *Hazel wants to help you to repay for your kindness.*
- If you **have** the "**Merchant's Favor**" part **1** and **2** status, gain the "**Merchant's Favor**" part **3** status – *Hazel gives you a signed letter where she explains that you're her close associate, in case someone in the Academy gives you trouble.*
- Read on:

It's time to stock up...

Choose one:

- **Buy supplies** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Then, choose again.
- **Buy equipment** (spend 4 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Then, choose again.
- **Move on** – read on:

After completing your affairs in the city, you set off with your mystlings. If everything goes well, you'll reach the Academy in two days.

- Go to Script E82.

E78

The recent landslide uncovered something in the distance, but you cannot discern its details. You think it could be an entrance to some caves. The tremors, unfortunately, made a large gap in the road, which is now dangerous to cross. You would need a good rope to cross it without risking your or your mystlings' lives. Around the gap, half-precious stones lie scattered.

You look at the other path, running on the other side of the ravine. It looks much more tempting with more light and greens. Then again, the shady path in front of you is said to hide secrets and treasures.

Choose one:

- **Go over the gap** (requires) – . Go to Script E68.
- **Gather the precious stones** – . Gain 1 Silver. Continue the Exploration.
- **Leave** – Continue the Exploration.

E79

In the half-collapsed recess, you spot a collection of intriguing artifacts. You could try to recover them if you had the time, of course.

Choose one:

- **Collect shards of an ancient pitcher** (only if there is **no** in front of you) – . Go to Script E92.
- **Gather small, shiny trinkets** – . Go to Script E90.
- **Leave** – continue the Exploration.

E80

Overpowered, the dark mystling skitters away, dragging its many tails behind it. You wonder if its aggressive behavior was triggered by vile nature or just by hunger.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their .
- Clear the Arena.
- ***Darktailen* divider:** Add card **43** a-side up to the Mystling Encyclopedia.
- Add a **Darktailen** Tier card to Random Combats.
- Go to Script E87.

E81

You slowly plow through the thicket, trying not to get scratched or even injured by long thorns.

- Perform the Test.

Mystling: Ignore the effect below.
At the end of the Test: For each pair of , each Mystling gains 1.

5 or less	*You lose your sense of direction in the thicket and, in a moment of panic, you entangle yourself in the stabbing vines. Your mystlings try to help you – it takes them some time, and they get wounded by some thorns.*	Each Mystling gains 1. Discard . Go to Script E74.
6	*You go through in haste, ignoring the few thorns stuck painfully into your exposed skin.*	Gain 1. Go to Script E74.
7	*When you emerge on the other side, you are surprised to see that both you and your mystlings are almost unharmed.*	Go to Script E74.
8 or more	*That was a disaster. But finally, you are on the other side.*	Each Mystling gains 1. . Discard . Go to Script E74.

E82

On the way to the canyon, you experience odd anomalies – two times you spot a tiny flicker that looks like the giant portal closed by the Dragon. Elements behave weirdly here. The wind is stronger and smells like burning paper. Water in a puddle is pitch black.

Now, the terrain gets rocky and barren. You meet two injured travelers who babble about a beast and shadows hurting like blades. They also mention following a shaded path to retrieve a valuable find, recently revealed by a landslide, but they never got there. A monster appeared suddenly in their way and chased them away.

"If you want to reach the Academy, take the light path," one of them says.

You continue the trek until you see a camp of merchants at the entrance to the canyon, who seem to be resting. Maybe they are in a good mind to trade?

- Open **Map 11**.
- Place **Secret 38** in the Event slot. Set to 1.
- Lock Scripts: E73, E84, E53, E86.
- Begin the Exploration.

E83

You approach a fragment of an intact wall covered with faded paint. In the picture, you see a winged person raising a vessel, maybe a vase or a bag, from which a gray light or maybe a wind emanates. Around the person are blurry silhouettes – you think you recognize an infant Windraiser, but you can't be sure.

You also find a useful item in rubble strewn all over the room.

- Gain 1 Item.
- .
- Continue the Exploration.

E84

There are many ponds and pools, all full of shimmering, fresh water. The water should be stagnant and filthy, but it's clear and full of flitting tadpoles and water striders. It's a tiny, cheerful miracle.

Choose one:

- **Play with your mystlings** – . Gain 1 or Heal 1. Continue the Exploration.
- **Leave** – continue the Exploration.

E85

You try to climb the wall...

- Perform the Test.

6 or less	*That was a long, strenuous climb.*	, . Go to Script E93.
7	*Your mystlings appreciate the challenging climb.*	. Go to Script E93.
8	*As you climb, you find a shiny bauble, probably left by a bird or an air mystling.*	Gain 1 Silver. Go to Script E93.
9 or more	*You're almost there... Then your foot slips, and you land on the thorny bushes at the foot of the wall.*	. Each Mystling gains 1. Continue the Exploration.

E86

You look up at the ravine wall and see an entrance to a small grotto. You wonder what could be hidden inside.

Choose one:

- **Climb to the cave entrance** (only if you **don't have** the "**Interference**" part **1** status) – . Go to Script E85.
- **Leave** – continue the Exploration.

E87

The strenuous journey continues. You have finally left the canyon and entered the mountains, which made the trek even more arduous. You reach the Academy when it is already dark.

- Go to Script E40.

E88

The shadow behind you blends with the twilight of the canyon. You're almost sure you see a flitting smudge of shade. Then, your creature begins to call out to you desperately. You jump to it to discover an injury in its side, probably inflicted by the mysterious beast's shady thorn. You don't see the enemy anymore, but there is no denying that the place is not safe.

- If you **have** , *the predator tries to avoid the light and attacks from a farther distance;* gain 2. **Otherwise**, gain 4.
- Place **Secret 38** (it's the Secret you just revealed) in the Event slot. Set to 2.
- Continue the Exploration.

E90

You pry some stones away to retrieve several tarnished silver trinkets.

- Gain 2 Silver.
- Continue the Exploration.

E91

You scramble to your knees and look over your shoulder – the gap between you and the path behind seems discouraging enough to make you forget about going back.

Before you, an area full of shallow pools sprawls, hidden in the shadow of the high ravine walls. You see a dark entrance to recently uncovered caves to your left. And, in the distance, towers of the Academy loom.

- Place **token B** in **slot I**.
- Unlock Scripts E84, E73, and E53.
- Lock Scripts E78, E96, and E67.
- Continue the Exploration.

E92

You carefully gather the fragile shards made from a substance you don't know. It's like clay but infinitely thinner, almost transparent. The shards are covered with intricate illustrations, but you cannot make any sense out of them. Maybe someone in the Academy will help you with them?

Then, you feel the shards getting hotter. Your hands and arms shimmer, sapping the warmth. You don't know what just happened, but you don't like it.

- Gain 1 Essence.
- Place an in front of you – *You stash the pitcher shards in your bag.*
- Continue the Exploration.

E93

The grotto was clearly inhabited once – there's a pallet here, a dusty chest with a slightly lifted lid, and several burned-out candles. You wonder if the dweller of this place plans on returning for their equipment.

Choose one:

- **Take the supplies** – gain the "**Interference**" part **1** status. Gain 1 random Equipment. Gain 1 Item and 1 Silver. Continue the Exploration.
- **Leave the camp intact** – continue the Exploration.

E94

You see a smudge of shadow breaking off the wall of the canyon and dashing toward a line of dense shrubs. Suddenly, the smudge is out of your sight, but you hear your mystling calling. You leap to it to see a nasty wound, most likely inflicted by a shady thorn. Whatever the enemy is, you can't see it anymore. The canyon is definitely not a safe place, but it could be more dangerous still if you were on the darker side of it.

- If you **have** , *the predator tries to avoid the light and attacks from a farther distance;* gain 1. **Otherwise**, gain 2.
- Place **Secret 38** (it's the Secret you just revealed) in the Event slot. Set to 2.
- Continue the Exploration.

E95

You lost, and you know it. Now, you must protect your companions and yourself from this ravenous monster. You call off your mystling, grab a rock and toss it at the monster, hoping it will lose its focus for a moment. Then, you run as you've never run before.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
- Gain 1 Fatigue.
- ***Darktailen* divider:** Add card **43** a-side up to the Mystling Encyclopedia.
- Add a **Darktailen** Tier card to Random Combats.
- Discard 1 Equipment (or all Items if you **don't have** any Equipment).
- Clear the Arena.
- Go to Script E87.

E96

The camping merchants are not in the best of moods, because they have been forced to turn back and they will not reach the Academy. They are not protected by any mystlings so they can't tackle the beast from the canyon. To make matters worse, the recent landslide has made the trail impassable.

You see two footpaths, though, going to the left and the right side of the canyon. The right one is lighter and seems safer, but the left one, which is darker, tempts with the rumors about treasure. You wonder if the potential gain and maybe knowledge are worth the risk.

Choose one:

- **Buy climbing gear** (spend 2 Silver) – discard cards from the Equipment deck until you discard an Equipment with . Gain that Equipment. Continue the Exploration.
- **Buy some tools** (spend 2 Silver) – discard cards from the Equipment deck until you discard an Equipment with . Gain that Equipment. Continue the Exploration.
- **Ask about the paths** – go to Script E66.
- **Leave** – continue the Exploration.

E97

You enter the cave system. You hold your breath as the darkness envelops you.

– Perform the Test.

Mystling: Ignore the effect below.
At the end of the Test: For each pair of , .
Spend : Reveal top 3 cards from the Item deck and discard 2 of them. Return the other card to the top of the deck.
Spend , : Reveal top 8 cards from the Item deck and discard up to 4 of them. Shuffle the remaining cards and place them on top of the deck.

6 or less	*It is a dead end. Luckily, you have found a precious trinket.*	Gain 1 Item. . Continue the Exploration.
7	*It has taken you some time, but you have found the passage.*	. Go to Script E69.
8	*And here is the passage!*	Gain 1 Item. Go to Script E69.
9 or more	*After an hour of trying to find the way, you have come back to where you started the search.*	. Continue the Exploration.

E98

You break into a room, most likely occupied by a professor. There is a letter on the desk, signed by the rector. In the letter, the rector asks for support on the mystlings' case. In his opinion, the Academy should return to the tradition of respecting the creatures' ways, therefore the Blazereefs should be freed, and new ones should be brought – with their consent, obviously. You also see the first sentences of a reply letter: the writer clearly stated that such a procedure would cost the Academy way too much.

As it happens, there is a purse with a few coins there. You feel entitled to take it.

– Gain 1 Silver.
– Continue the Exploration.

E99

"Your story is unreal, but I decide to believe you. You did the right thing here, in the Academy, and I respect that. Also, you speak of the floating islands. Only a few people know about this place, and, to my knowledge, I am the only one who has seen it. I don't have much time, but I will tell you what I know."

Eric explains to you how to get to the distant land where large rocks float hidden in thick clouds above lake Llyndraig. He asks you not to reveal the location to anyone, because he spotted two Dragon Guardians there, and such information should be kept secret. He advises caution as he isn't so sure if the Dragons are humanity's allies or if they just care about themselves.

Unfortunately, he doesn't have more time for you. Because of his reckless support for the incriminated rector, the time of his exile is approaching. He must finish preparing for a journey to Drosibay, from where he plans to explore the eastern seas.

– End the Exploration.

If you **have** the "**Academy Secrets**" part **3** status, go to Script E100.

Otherwise, go to Script E55.

E100

You hoped that your erratic travels were over, but deep inside, you knew that answers and solutions couldn't possibly be so close to your home.

According to Eric, your goal lies far in the east. There are the islands from the vision (thinking about this place stirs the eerie being dwelling inside you) floating in the sky above Lake Llyndraig.

Will you meet Dragon Guardians there? Will you be able even to fathom their words? Or maybe the place is abandoned, and you will leave with even more questions? You won't know until you go there.

- Discard **Secret 41**.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 05** to **Explored**.
- Flip **Worldmap card 14** to **Explored**.
- Gain **Worldmap card 07**, Unexplored side up – *You know where the islands from your vision are.*
- Slot cards as in the diagram below:

If you **don't have** the "**Return to Caerberg**" status, go to Script Z30.

Otherwise, read on:

- Save the game or start another Scenario.

E101

The guards, who observed the fight from a safe distance, approach.

"Great! Now, help us lead those damned mystlings back into the Academy."

- Go to Script E72.

E102

All calculations prove that the Cataclysm one thousand years ago coincided with the Twin Eclipse. A lot has changed since then, and first of all the geography of the world, but it is impossible to determine what forces have made that happen. Neither geologists nor astronomers can explain why the shores moved.

There is one mad theory – a researcher claims that once there was only one moon. And the appearance of the second one led to all those problems.

There are also several scribbled notes about Dragon Guardians – two scholars had a heated discussion in the margin of one book. One person persists on the idea of Dragon Guardians being impeccable gods protecting the world. The other one claims that the Guardians are powerful and intelligent beings, but their actions have all the strengths and weaknesses of subjective minds.

- Gain the "**Understanding**" part **1** status.
- Go to Script E14.

E103

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script E108.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this combat, you may set it up following the standard Mystling setup rules (but place the Mystling standee in the space from which your previous Mystling was discarded) and continue the combat. Otherwise, go to Script E108.

E104

Your mystling successfully fends off the Blazereef just in time, just before succumbing to the blistering steam and the jagged coral. The Blazereef regroups with its kin, observing the fight from the darkness and awaiting what unfolds next. The tension among the mystlings is almost palpable.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Blazereef* divider:** Add card **21** a-side up to the Mystling Encyclopedia.
- Add a **Blazereef** Tier card to Random Combats.
- Clear the Arena.
- Gain 2 Essence.

If you **have** the "**Academy Secrets**" part **3** status, go to Script E56.

Otherwise, go to Script E107.

E105

Your mystling overpowers Blazereef. The defeated creature seems curious – it probably wonders how a much smaller mystling could defeat it. But for now, it retreats and regroups with its kin, observing the fight from the darkness and awaiting what unfolds next. The tension among the mystlings is almost palpable. You wonder... the Blazereef you just fought was in its prime. It still has time before it must return to the sea. Maybe it will choose your companionship instead?

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Blazereef* divider:** Add card **21** a-side up to the Mystling Encyclopedia.
- Add card **20** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **18**, **22**, and **23** with all the Blazereef Action cards (6) behind the *Party* divider.
- Place card **19** behind the *Removed* divider.
- Clear the Arena.

If you **have** the "**Academy Secrets**" part **3** status, go to Script E56.

Otherwise, go to Script E101.

E106

While you fight, many other scrawny-looking Blazereefs scatter in many directions. When you are weakened, your enemy also escapes.

- Go to Script E100.

E107

The guards, who observed the fight from a safe distance, approach, cradling their unconscious mystling in their arms.
"Great! Now, help us lead them back into the Academy."

- Go to Script E72.

E108

The Blazereef overpowers you, but it isn't interested in damaging your mystlings any further. When you back off, the Blazereef lets out a long wail, and a group of scrawny-looking Blazereefs emerge from the darkness and escape alongside their leader.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Blazereef* divider:** Add card **21** a-side up to the Mystling Encyclopedia.
- Add a **Blazereef** Tier card to the Random Combats.
- Clear the Arena.
- Gain 1 Essence.

If you **have** the "**Academy Secrets**" part **3** status, go to Script E21.

Otherwise, go to Script E106.

E200

- Gain the "**Academy Secrets**" part **6** status.
- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.

Tame: Take the cards listed on the Tier card and place them behind the *Party* divider. Add the Mystling Encyclopedia cards listed on the Tier card to the Mystling Encyclopedia. Return your Enemy Tier card to the Tier cards deck. Place your Enemy Ability card behind the *Removed* divider. Go to Script E33.

Win: Gain 1 Item. Heal 5. Go to Script E27.

Lose: Gain 1 Fatigue. Go to Script E30.

Fire and Snow

F0 Introduction

So what have you gathered so far?

Your reality has been visited by a host of creatures calling themselves the fae. You've already met one of them, a perseverant woman named Skuld. The bits of information found in their camp tell you that the fae knew about the opening of the portal. So... Do they also know how to close it?

Besides, the fae may know the answers to many other troubling questions. There is a chance that they know more about Dragon Guardians, which is increasingly important to you. Since the meeting with the legendary beast, you have been disturbed by nightmares at night, and plagued by headaches throughout the day – you start suspecting that you carry an alien being inside your mind... However, you're aware that the fae may have a different opinion on the Dragons and they may be seeping poison into your ears.

Another question is: what exactly has drawn the fae to your reality? Why have they returned? Do they really want to help people or was Skuld manipulating the truth?

And what exactly is this liberation thing that is so important to them?

It is high time you set off. You have learned that you need to head south-east, and the way will take you to snow-covered mountain ranges. You have read that some mountain tops tend to spit fire like gigantic Frogmars. What wouldn't you give to avoid that?

Hints

Combat: Powerful and resilient but slow Enemy.

Other: A Mystling will be useful. When choosing Mystlings, pay attention to your Quest cards.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – read on:

- Choose 2 Mystlings to accompany you during this Scenario.
- Perform the Deck Construction.
- Go to Script F15.

(See the art on the next page)

F1

The gate is locked. You push the wings a few times, you yank them backward, but they won't even budge. Your mystlings are eager to help, but their efforts are also in vain.

The snow has been shoveled aside, though, which means that the gate has recently been opened. If so, how does it work? What do you have to do to...

Suddenly, you notice a hollow spot with four symbols representing elements. They look movable.

Note: There are clues in other Scripts on how to open the gate.

Choose one:

- **Try to open the gate** – go to Script F10.
- **Leave** – continue the Exploration.

F2

There is a ledge above the door with a line of intriguing, yet indiscernible symbols. They pique your curiosity.

Choose one:

- **Climb** – go to Script F86.
- **Leave** – continue the Exploration.

F3

The stone bristles with spikes. You hold your hand over it, and you feel it radiates heat. No wonder the snow and ice have melted all around it.

Choose one:

- **Touch it** – go to Script F11
- **Examine it carefully** – ⌛. Go to Script F12.
- **Leave** – continue the Exploration.

F4

If **token B** is in **slot VI**, *the camp is abandoned;* continue the Exploration.

Otherwise, read on:

You carefully take a few steps on the ice, but you freeze as you notice a small camp on the other side of the lake. There is a dark tent and a person sitting close to a small, crackling fire, most certainly staring in your direction. As you let out your breath, you spot another puzzling detail – there is a Shadeclaw resting beside the stranger's leg.

Choose one:

- **Approach, battle ready** – *Your mystlings are ready to fight. The fey can be a threat.* Go to Script F25.
- **Approach showing no intention to fight** – go to Script F30.
- **Go back** – if **slot V** is **empty**, go to Script F26. Otherwise, continue the Exploration.

F5

You approach the bank of the lake to realize that the ice cover is brittle. You're not sure if it is solid enough to step on.

Choose one:

- **Examine the lake** (only if **slot V** is **empty**) – go to Script F23.
- **Search for a safe path** (only if **slot V** is **empty**) – Some areas of the ice cover must be safe enough to walk on it. ⌛. ⌛. Go to Script F27.
- **Make your own path** (requires a **Mystling**, only if Scripts F4, F6, and F8 are Locked) – *You trust your water mystling to make a safe passage over the frozen lake.* Go to Script F24.
- **Leave** – continue the Exploration.

F6

You approach the ruined tower to inspect the remains with interest. You do not need any builder's experience to recognize the resemblance to the ruins you saw north of Caerberg. One of the stones has recently been unearthed. As you bend over it, you notice the symbol of water engraved upon the surface. The symbol is connected to another one, unfortunately blurred.

If **slot V** is **empty**, go to Script F26.

Otherwise, continue the Exploration.

F7

There is a faded drawing of a giant wave on the wall, and a small symbol of the element of light beneath it.

– Continue the Exploration.

F8

It is fairly light in the cave, mostly due to the orange tongues of lava, lazily flowing out through the cracks in the rock. You spot an engraving on a wall – it shows the symbols of earth and light, separated by a wide, jagged crack.

Choose one:

- **Gather precious stones** – ⌛. Gain 2 Silver. If **slot V** is **empty**, go to Script F26. Otherwise, continue the Exploration.
- **Leave** – if **slot V** is **empty**, go to Script F26. Otherwise, continue the Exploration.

F9

"I don't have time to explain everything to you," Skuld says. "The moon gates or portals, as you name them, are connected to the Eclipse. When the moons are close, the veil between worlds gets thinner and ruptures in some places creating those moon gates."

Her Shadeclaw creates a thin membrane out of shadows and stretches it until it snaps.

"The wounds in reality will heal over time – keeping them open requires a powerful energy source. And to close them earlier, one also needs lots of energy. We, fae, plan to keep only a few of them open. When we make sure that this world is safe, we will use them to come back for our families. Afterward, we will close the remaining moon gates."

– Go to Script F14.

F10

It seems that those symbols need to be arranged in the correct manner. There is no doubt the makers of the system have somehow prevented it from multiple attempts to try one's luck so you had better figure out a way to do it right.

Choose one:

- **Realign the tiles and try to open the gate** – take a , , , and then place them in any order in **slots I**, **II**, **III**, and **IV**. Go to Script F32.
- **Leave** – continue the Exploration.

F11

You kneel at the stone and carefully touch one of the thorns. The stone suddenly turns red and the water around it sizzles. Billows of scorching steam appear in the air. You and your mystlings jump away, but not quickly enough, and the hot steam leaves some scalds on your skin.

– Each Mystling gains 1 .
– Continue the Exploration.

F12

You kneel at the stone and eye it cautiously, doing your best not to touch it. Soon enough, you have a feeling that the stone is not entirely motionless. Its surface seems to be rising and falling as if the stone was breathing. Could it be a mystling?

A hibernating Chrysomallon, for instance?

If this is the case, the creature should be left alone. Disrupting its yearly cycle is never a good idea, and you really don't want it to rage in the vicinity of dormant volcanoes.

– Place a in front of you – *Chrysomallons live in the area.*
– Continue the Exploration.

F13

"You don't need to fear us," Skuld says. "The fae wish to cooperate with humans."

Seeing wariness in your eyes, she adds:

"We will help you get rid of the so-called Dragon Guardians. There is no greater threat to mankind than them. They imprisoned my people in the darkness for a thousand years. They may do the same to yours if they begin to perceive you as a threat. I was taught that they even unleashed natural disasters to hinder the progress of our civilization and yours as well."

You don't like this way of thinking. You firmly remind Skuld that the Dragons are called Guardians for a very important reason – they, after all, protect the world! – but Skuld only scoffs and shakes her head.

"We will sort it out later,' she says. "I don't have much time as I must catch up with the rest. We suspected you would follow us. I was left here to see you don't cause us any trouble. I think you won't."

Choose one:

- **Ask about the portals** – go to Script F9.
- **Ask for more details about the Dragons** – go to Script F33.
- **Try intimidating her** – *You may cause them troubles if they plan to hurt humans.* Go to Script F35.

F14

The fey turns around and leaves. She ignores your other questions, and you don't have the motivation to chase her. She seems... harmless? No, that's not a good word. Thoughtful? You are not sure.

– Gain the "**Light in the Shadow**" part **3** status.
– Place **token B** in **slot VI**.

If **slot V** is **empty**, go to Script F26.

Otherwise, continue the Exploration.

F15

You are about to enter the mountains when you hear the crunch and rattle of sliding stones. You look around to figure out what has happened.

– Perform the Test.

, once per Test: You may add 2. If you **have** , , you may subtract 2 instead.

6 or less	*You stare for some time, but in the end, you shrug. It could have been wind or a small animal. You are about to resume your journey when you spot a useful thing among the rocks.*	Gain 1 Item. Go to Script F17.
7	*There is something up ahead.*	Go to Script F16.
8	*You spot something up ahead. Your mystlings pick up the scent and as you let them loose, they shoot forward, brimming with energy.*	Gain 2 . Go to Script F16.
9 or more	*You have noticed some movement up ahead. You search the area, but to no avail.*	Go to Script F17.

F16

You strain your eyes and... Yes! There is someone hiding behind a stone! You clearly see their hair and all of a sudden you recognize Alvin.

You call his name, and Alvin himself emerges from behind the stone, with his Gaiadon nestled on his shoulder. He looks embarrassed, but straightens up as he hears your questions.

"You want to know why I have left Caerberg?" he answers with a question of his own. "That place is a dead-end for me. A backwater with no challenges! How can I develop my skills there? Isn't it better to leave the town and learn from experience? Under your guidance? The best tamer there is?"

If you **have** the "**Eager Tamer**" part **2** status, *the boy seems adamant in his decision. There is no way to convince him to leave. He missed the adventure once and took it for a waste of time;* gain the "**Eager Tamer**" part **3** status and go to Script F17.

Otherwise, choose one:

- **Let him join you** – *Well, who knows? Maybe Alvin will come in handy. He promises to be obedient, too.* Gain the "**Eager Tamer**" part **3** status. Go to Script F17.
- **Order him to return to Caerberg** – *As his supervisor, you send him back to town which is a much safer place for the youngster. Alvin is livid with anger, but he gives up and returns to the town.* Gain the "**Eager Tamer**" part **4** status. Go to Script F17.

F17

You are relieved to notice that the ground has finally flattened, which is good news after hours of trudging up. The area is overgrown with thick dwarf pines. A sudden flash of fire catches your eye and you spot a Regalian, hiding among the trees.

Choose one:

- **Approach it and try taming it** – *A Regalian is a fast, nimble mystling and a worthy ally to lean on.* Go to Script F18.
- **Leave it be** – *It is not the right time nor the right moment to chase another mystling.* Add a **Regalian** Tier card to Random Combats. Go to Script F19.

F18

You approach the Regalian that is visibly frightened. Is it because it has never seen a human being before? The creature keeps stamping its hooves and hurling stones around. Its emotions are getting more and more intense, because suddenly the creature's tail turns to flames. There is no doubt the creature is getting ready to charge at you.

- Setup Combat:
  - **Arena:** card **23**, map **3**.
  - **Enemy Regalian:** cards **135**, **136**, and **137**.
  - **Major Corruption: D.**
  - **Modifiers:**
    - If you **have** the "**Eager tamer**" part **1** and **3** status, *Alvin leaps forward – his Gaiadon lands on the Regalian's back, and the boy touches the mystling's nose. Then, the duo jumps away, leaving the Regalian dumbfounded. Alvin smiles. "We practiced this move yesterday;"* fulfill the first Regalian Taming condition.
    - If you only have the "**Eager tamer**" part **3** status, *Alvin leaps forward – his Gaiadon lands on the Regalian's head, and the boy tries to touch the prancing mystling's nose. The mystling kicks around, and you frantically save the boy. "Sorry," he utters. "I read about this, but... It's harder than I thought;"* place the 2 rightmost Action cards on the bottom of your deck. Do not draw new Action cards in the empty spaces until the end of your turn.
- Close the Adventure Journal and start the Combat.

F19

You make your way up the slope, which evens out as you emerge in the middle of a mountain pass.

The unforgiving winter landscape is here and there disturbed by a tongue of burning lava – you are sure that it shouldn't look like this. The fire element is too strong in this area, making you shiver. There is a hollow in front of you, and a frozen lake in it. Up ahead, you spot a tiny tent and the thin trail of a campfire.

There are weird spiky stones all around you and childlike, angular fae prints among them. The footprints lead up to a monstrous gate and vanish there – probably the next obstacle you must overcome.

If you **have** the "**Eager Tamer**" part **3** status, go to Script F41.

Otherwise, read on:

- Open **Map 13**.
- Place **Secret 34** in the Event slot. Set ⌛ to 3.
- Begin the Exploration.

F20

Outrunning a Regalian isn't an easy task, but your mystling finds incredible resources of energy and manages to best the swift enemy. The Regalian slows down, visibly confused, and freezes upon seeing you. Although reluctantly, it allows you to touch it. When it understands that you don't wish it any harm, it presses its soft cheek against your hand.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Regalian* divider:** Add card **138** a-side up to the Mystling Encyclopedia.
- Add card **137** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **135**, **139**, and **140** with all Regalian Action cards (6) behind the *Party* divider.
- Place card **136** behind the *Removed* divider.
- Clear the Arena.
- Go to Script F19.

F21

The heavily wounded Regalian explodes with an aura of flame. The nearby dwarf pines catch fire, and the creature turns back and speeds away. You stomp around to put the fire out, but fortunately it is snowing and the fire has no chance to spread.

When you look up, the creature is already beyond your reach. What catches your attention, though, is a glimpse of silver on the ground. It seems the hooves of the mystling have unearthed a few buried rings.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Regalian* divider:** Add card **138** a-side up to the Mystling Encyclopedia.
- Gain 2 Silver.
- Add a **Regalian** Tier card to Random Combats.
- Clear the Arena.
- Go to Script F19.

F22

The Regalian is sure that you are not a threat anymore. Fearing no pursuit, it gallops among the pine trees, setting the nearest ones on fire, and soon the mystling vanishes. All it has left is a trail of burning bushes, but the flames die down quickly, stifled by the falling snow.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Regalian* divider:** Add card **138** a-side up to the Mystling Encyclopedia.
- Add a **Regalian** Tier card to Random Combats.
- Clear the Arena.
- Go to Script F19.

F23

You inspect the lake in search of a safe passage to the other side.

- Perform the Test and check the result below.

At the end of the Test: If you **have** at least 2 , .

, **once per Test:** You may discard a card you just drew.

5 or less	*You haven't found a safe passage, but your mystlings have some fun on the ice. Some time has passed.*	Gain 1 . . Continue the Exploration.
6-7	*You haven't found a safe passage, but your mystlings have some fun on the ice.*	Gain 1 . Continue the Exploration.
8	*You discover a path where the ice is the thickest.*	Place **token A** in **slot V**. If Scripts F4, F6, and F8 are Locked, Unlock them. Continue the Exploration.
9 or more	*You have entered the ice, but then you hear a loud crack and you quickly retreat to the land.*	. Continue the Exploration.

F24

Your mystling skillfully moves the floe against the underwater stream and builds a safe passage to the other side of the lake.

- Your Mystling gains 1 Fatigue.
- Unlock Scripts F4, F6, and F8.
- Continue the Exploration.

F25

There is no doubt now that the person is a fey. It may even be Skuld whom you have already met. You have no opportunity to talk, though. The fey notices your power-brimming mystlings and escapes to the mountains.

Choose one:

- **Chase the fey!** – go to Script F28.
- **Search the tent** – go to Script F29.
- **Go back** – if **slot V** is **empty**, go to Script F26. Otherwise, continue the Exploration.

F26

You cautiously make your way upon the ice when a hollow crack resounds. A crevice appears nearby, then another one shoots out of it. There is no doubt that the ice is breaking up. You flee toward the bank and reach it at the last possible moment.

- Gain 1 . If you **have** the "**Eager Tamer**" part **3** status, *ice gives way under the boy, and you rush to save him from drowning;* gain 2 additional .
- Lock Scripts F4, F6, and F8.

Note: In order to explore the locations on the other side of the lake, you must find a way to cross the lake.

- Continue the Exploration.

F27

You cautiously walk on the ice. Before every step, you inspect the ice and somehow you manage to safely traverse the lake and reach the opposite bank.

- Place **token B** in **slot V**.
- Unlock Scripts F4, F6, and F8.
- Continue the Exploration.

F28

- Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.

If you have the "Eager tamer" part 1 and 3, once per Test: You may discard all drawn cards with a – *It definitely was a good idea to encourage Alvin to train on his own. His good condition gives you an edge in the chase.*

8 or less	*The fey has fled without any problems, but lost an item in a hurry.*	Gain 1 Item. Place **token B** in **slot VI**. If **slot V** is **empty**, go to Script F26. Otherwise, continue the Exploration.
9	*It is a time-consuming effort, but finally you manage to catch up to the running fey.*	. Go to Script F31.
10	*Fortunately, the fey hasn't been able to flee far.*	Go to Script F31.
11 or more	*The fey has lost you without any problems.*	Place **token B** in **slot VI**. If **slot V** is **empty**, go to Script F26. Otherwise, continue the Exploration.

F29

The items you find in the tent look strange and even eerie, but you easily guess their purpose. They will no doubt come in handy, but the most fascinating discovery is a huge, broken ring. When you touch it, you feel a powerful sensation. You suddenly understand that the ring has accumulated some power that is waiting for you. All of it flows into your body and mind. The ring falls to pieces and you realize that something inside of you is happy. Something strange that is not a part of you.

- Place **token B** in **slot VI**.
- Gain 3 Items.
- Gain 1 Essence.

If **slot V** is **empty**, go to Script F26.

Otherwise, continue the Exploration.

F30

You ask the fey what she is doing here.

"It is simple," Skuld replies. "I am finally able to do what we have been trying to achieve for ages. Together with my kin, I am trying to retake our homeland and liberate it from Dragons' rule."

She frowns and adds:

"And you? What are you doing?"

You explain that you would like to know more about the Eclipse, the portals and the fae. You stress that the safety of your world and your people is your utmost priority, and a strange army from another dimension flowing into yours to kill an almighty Dragon is a disturbing event.

Skuld is constantly sketching in her notebook as you speak. You find the habit a little peculiar.

If you **have** the "**Light in the Shadow**" part **1** and/or part **2** status, go to Script F13.

Otherwise, read on:

"There is no need to fear," Skuld explains. "We want to join forces with humans. What is more, we will help you get rid of the Dragons! And it is they who are the real menace!"

You protest and affirm that the Dragons are called Guardians for a very solid reason – they protect the world! – but Skuld scoffs and shakes her head.

"I don't have much time for this as I must catch up with the rest. I was left here to make sure you don't cause us any trouble. I think you won't."

Choose one:

- **Ask about the portals** – go to Script F9.
- **Ask about more details about the Dragons** – go to Script F33.
- **Try intimidating her** – *You may cause them troubles if they plan to hurt humans.* Go to Script F35.

F31

You manage to catch up with the fey. She stops, seemingly unsure of your intentions. Both of you take a few deep breaths. You are beginning to believe that there may be no need to fight, and speak up first.

– Go to Script F30.

F32

If a is in **slot I**, go to Script F59.

Otherwise, *water bursts from a crevice above the door. You and the mystlings are soaked through which, given the frosty weather, is very bad news;* gain 1 Fatigue, discard all tokens from **slots I**, **II**, **III**, and **IV** and continue the Exploration.

F33

"I told you about them already... And I don't have much time to spare." Skuld sighs. "The Dragons exiled us to the Shadow Realm. There is no sun there, you know? We dwelled in darkness for hundreds of years, planning our return and our vengeance. And we eventually managed to invent a weapon that allows us to fight the beasts. This time, we will take them down."

– Go to Script F14.

F34

The door begins to tremble, and soon the tremors spread. The entire mountain begins to vibrate. The gate opens and the symbols of elements move again to create a random combination. As you cross the threshold, a mighty rock tumbles down to crush you. You and the mystlings jump away in time, but it really was a narrow escape!

The rock rolls over and morphs into a Chrysomallon. The creature seems confused, but the discovery of your presence makes it angry. You, unfortunately, are the nearest and the easiest target.

– End the Exploration.
– Setup Combat:
  - **Arena:** card **7**, map **1**.
  - **Enemy Chrysomallon:** cards **35**, **36**, and **37**.
  - **Major Corruption: D**.
  - **Modifiers:**
    - If a is in front of you, *you are aware that Chrysomallons live in the area, and have prepared a tactic in case you encounter one;* discard the . You may swap the position of two Action cards in your slots.
    - If you **have** the "**Eager Tamer**" part **3** status, *Alvin helps you distract the Chrysomallon;* place the Special ability token in space 4 instead of 3.
– Close the Adventure Journal and start the Combat.

(See the art on the next page)

F34

F35

Skuld laughs. Her laughter sounds even more unsettling than her speech.

"And what would you do? Kill all fae by yourself? Cooperate with bloodthirsty Dragons? You're ridiculous. And I feel you are a good person at heart. I'm leaving you to your thoughts."

- Go to Script F14.

F36

If an is in **slot III**, go to Script F34.

Otherwise, *a cloud of gas leaks out from a crevice in the door. After a while, you realize that some of your items are rusty and shriveled;* discard 2 Items, discard all tokens from **slots I**, **II**, **III**, and **IV** and continue the Exploration.

F37

When the Chrysomallon sees your tenacity, it falters and stops. The blazing aura surrounding the mystling weakens, allowing you to approach and look it directly in the eye. The Chrysomallon is curious but creeps away after a moment. You are sure, however, that it will be back soon to join your party.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Chrysomallon* divider:** Add card **38** a-side up to the Mystling Encyclopedia.
- Add card **37** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **35** and **39** with all Chrysomallon Action cards (6) behind the *Party* divider.
- Place card **36** behind the *Removed* divider.
- Clear the Arena.

If you **don't have** the "**Eager Tamer**" part **3** and **don't have** the "**Eager Tamer**" part **4** status, go to Script F89.

Otherwise, go to Script F43.

F38

You manage to drive the mystling away. The beaten creature creeps away, leaving a trail of melted snow.

If you **don't have** the "**Eager Tamer**" part **3** or 4 status, go to Script F87.

Otherwise, read on:

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Chrysomallon* divider:** Add card **38** a-side up to the Mystling Encyclopedia.
- Add a **Chrysomallon** Tier card to Random Combats.
- Clear the Arena.
- Go to Script F43.

F39

The Chrysomallon hurls your creature against the wall, and it does the same thing to you. You black out and when you come round, the Chrysomallon is not there anymore. A scorched trail on the floor leads into the mountain.

If you **don't have** the "**Eager Tamer**" part **3** or **4** status, go to Script F88.

Otherwise, read on:

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Chrysomallon* divider:** Add card **38** a-side up to the Mystling Encyclopedia.
- Add a **Chrysomallon** Tier card to Random Combats.
- Clear the Arena.
- Go to Script F43.

F40

There are symbols of water and earth engraved on the wall, separated by a deep, jagged crevice, probably made intentionally.

If you **have** the **Firple Quest card** available and you **have Firple** with you, go to Script Z25 at the end of this Journal.

Otherwise, continue the Exploration.

F41

You ask Alvin to stay back and do nothing unless asked to. The boy nods his head, but you don't believe he will obey. You can only hope that he will actually learn something useful, because risking anyone's life for no reason is unacceptable. His Gaiadon, on the other hand, no doubt will be a trustworthy ally.

- Open **Map 13**.
- Place **Secret 34** in the Event slot. Set ⏳ to 3.
- Begin the Exploration.

F42

You are tortured by gusts of frigid wind and your mystlings are trembling with cold. If this continues, this place may be the end of you.

- Gain 1 Fatigue.
- Place **Secret 34** (it's the Secret you just revealed) in the Event slot. Set ⏳ to 3.

If you **have** the "**Eager Tamer**" part **3** status, go to Script F82.

Otherwise, continue the Exploration.

F43

You finally look around. Surprised, you discover that there exists an entire world in the depths of the mountain, entirely separated from the outside. You see lava ponds and blue sky above. The air is warm, almost too hot for comfort. Lots of flying animals and mystlings have chosen this area to settle down, some of which are entirely new to you.

There are also buildings here, tall, enchanting, and intricate. Their architecture slightly resembles both the ruins and the collapsed tower, but they are adorned with different ornaments. There are still a few angular fae footprints to be found, and all of them lead to the tower to your right.

All of a sudden, you are alarmed by a flock of Chrysomallons, presumably woken by your fight with one of their kin. They are squeezing through the gate, blocking it off completely. They are moving slowly but resolutely. You are not their target, however. They seem to be focused on something else.

Anyway, when you find out why fae came here in the first place, it would be a good idea to find an alternative way out of this place. The gate is completely blocked by swarming mystlings.

- Open **Map 14**.
- Lock Scripts F44 and F48.
- Place **Secret 35** in the Event slot. Set ⏳ to 2.
- Begin the Exploration.

F44

The stairs take you to a flat wall where you see the beginnings of a huge drawing. Unfortunately, the artist hasn't had a chance to finish their work. Instead, you notice the symbols on the stairs. Beginning with the lowest step, there is:

- *a hexagon with an open angle.*
- *an intersected circle with a black bottom part.*
- *a moon.*
- *two moons side by side.*
- *a Dragon and a winged character next to each other.*
- *a Dragon facing a winged character, but sketched hastily with charcoal.*

The remaining steps are empty. You don't think it's part of an important riddle but rather a chronological order of a story. Nothing crucial, but maybe those are hints on how to read other drawings in this city?

- ⌛.
- Continue the Exploration.

F45

The Chrysomallons crawl forward relentlessly. Some surround the buildings, yet the rest continue their journey.

- Place a 🔴 in **slot III**.
- Place **Secret 35** (it's the secret you just revealed) in the Event slot.
- Set ⏳ to 2.
- Continue the Exploration.

F46

You analyze the frescoes and come across an intriguing scene – two moons over a dark gap in the sky. You move on, and soon enough, you see another version of the same scene, but with differences. The gap there – could it be the portal? – is bigger and the moons almost touch. The sky is light on one side and dark on the other. The third fresco, however, shows cities ravaged by earthquakes and flooded by seas. This one is drawn hastily and most certainly unfinished.

- Gain the "**Dark History**" part **1** status.
- If you **have all 3 parts** of the "**Dark History**" status, gain the "**Understanding**" part **11** status.

If a is in **slot I**, go to Script F78.

Otherwise, continue the Exploration.

F47

The Chrysomallons enter the building at the edge of the chasm, and the structure begins to burn. Clouds of smoke billow out of the windows. Whatever secret the building hid, you will never know it.

- Discard **Secret 35** (it's the Secret you just revealed).
- Place **Secret 36** face down in the Event slot. Set to 3 – *You are feeling off, and the sensation is growing. An urge to leave this place and move on has arisen in you. Something is definitely wrong.*
- Lock Script F65.
- Continue the Exploration.

F48

You stop before a stone door. You cannot see a handle or any other mechanical way to open it, but you spot an obscure engraving on it.

Choose one:

- **Try to open the door** – go to Script F72.
- **Study the door** – go to Script F81.
- **Leave** – continue the Exploration.

F49

You are doing your best to open the door.

- Perform the Test.

At the end of the Test: For each pair of , each Mystling gains 1 .

, **once per Test:** You may discard a card you just drew.

5 or less	*The door won't budge.*	Continue the Exploration.
6	*The door glows for a while and its power moves on to your mystlings. The door stays closed, though.*	Gain 1 . Continue the Exploration.
7	*The door gives in and opens.*	Go to Script F51.
8 or more	*You try hard to open the door, but it results in a disaster, and the entrance crumbles down.*	Lock Script F48. Continue the Exploration.

F50

If there are exactly 3 on the Map, go to Script F52.

If there are exactly 2 on the Map, go to Script F45.

Otherwise, go to Script F54.

F51

You enter a room flooded with the muted light of a red sphere on a stone pedestal. Your mystlings are enchanted by it. They come closer and touch the sphere with their paws. It flares up and so do the eyes of the mystlings.

Suddenly, you feel hot with anger and vengefulness – those are not your emotions, but you cannot stifle them. The pedestal begins to tremble as though responding to your feelings. The entire room starts shaking with it. You grab the mystlings and dash out hastily, and the ceiling collapses, sending clouds of dust behind you.

Your mystlings are fine, but they seem to be pensive as if they learned something they need to process.

- Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck.
- Lock Script F48.
- Gain 1 Essence.
- ⌛.
- Continue the Exploration.

F52

A wave of Chrysomallons reaches the last buildings.

If an is in **slot V**, go to Script F55.

If an is in **slot IV**, go to Script F47.

Otherwise, go to Script F47.

F53

- If a is in **slot I**, each Mystling gains 1.

The building you have entered cannot have been built by humans. You look around and see unfamiliar ornamentation and weirdly shaped benches. You could glean a lot of information here if you sacrifice some time to search the place.

Choose one:

- **Examine the interior** – ⌛. Go to Script F46.
- **Study the mystlings' behavior** (requires a in **slot I**) – go to Script F56.
- **Leave** – continue the Exploration.

F54

The Chrysomallons have reached the buildings in the immediate vicinity of the gate and have swarmed over them. A group has also taken over the neighboring tower. Some have stopped there, but most move on.

- Place a in **slot I** and **II**.
- Place **Secret 35** (it's the secret you just revealed) in the Event slot. Set to 2.

Note: *The Chrysomallons act strange. Maybe you should study their behavior? But on the other hand, there might be more important things you should focus on right now.*

- Continue the Exploration.

F55

The Chrysomallons are headed toward a building marked with a burning brand, and they get inside, one by one. Some marauders who set off toward the building over the chasm turn back and follow the rest.

- Gain the "**Knowledge Secured**" status.
- Draw 3 cards from the Advancement deck, choose 1 and add it to your Mystling deck (you may exceed the deck limit) or place it behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back into the Advancement deck.
- Discard **Secret 35** (it's the Secret you just revealed).
- Place **Secret 36** face down in the Event slot. Set to 2. *You are feeling off, and the sensation is growing. An urge to leave this place and move on has arisen in you. Something is definitely wrong.*
- Lock the Script F60.
- Continue the Exploration.

F56

Chrysomallons crawl around a cylindrical building. They check out every crevice and spit fire here and there, yet the flames burn out very soon, leaving only scorched surfaces. You are puzzled by their actions. Are they looking for places to nestle or lay eggs?

You also see a Chrysomallon that finds a piece of wood which hasn't entirely rotten. The mystling dries it with its warmth and then consumes it with visible pleasure.

- Continue the Exploration.

F57

The paintings found in one of the houses focus on the contrast between light and darkness, but in almost all of them light seems to prevail. In the last picture, however, there is a person holding an item which appears to devour light. It is also the only painting where the balance between light and dark is exact.

In another house, there is another intriguing picture, albeit a rather hastily sketched one. It presents a host of winged characters fighting dark monsters emerging from a portal. The winged warriors are supported by a gigantic Dragon.

- Gain the "**Dark History**" part **2** status.
- If you **have all 3 parts** of the "**Dark History**" status, gain the "**Understanding**" part **11** status.

If a is in **slot III**, go to Script F80.

Otherwise, continue the Exploration.

F58

If a is in **slot III**, each Mystling gains 1.

There are a few smaller buildings erected in the network of paths. They look residential, but their true purpose is difficult to guess. There is also an altar with a few melted candles, which looks like it was built quite recently.

Choose one:

- **Explore the buildings** – . Go to Script F57.
- **Study the mystlings' behavior** (requires a in **slot III**) – go to Script F83.
- **Leave** – continue the Exploration.

F59

If a is in **slot II**, go to Script F36.

Otherwise, *flames burst out of the floor, injuring you and your mystlings;* each Mystling gains 2, discard all tokens from **slots I, II, III** and **IV** and continue the Exploration.

F60

The stairs lead up to the rock hollow, its rough walls marred with black scorches. You spot a few machines made of metal and glass there, all of them smashed or destroyed, but the niche is a sturdy, dry, and rather cozy place, if you manage to put up with the smell of burning. There are many torch holders on the walls.

Your attention is drawn to a quickly done sketch in the soot, showing a group of winged characters standing with their backs to a portal and repelling a terrifying Dragon.

Choose one:

- **Search this place** – . Gain 1 Item. Continue the Exploration.
- **Insert a piece of wood into a torch holder and set it on fire** (only if an is in front of you) – if **slot V** is **empty**, discard the and place an in **slot V**. Continue the Exploration.
- **Put the torch out and take it** (requires an in **slot V**) – discard the the from **slot V**. Place an in front of you. Continue the Exploration.
- **Leave** – continue the Exploration.

F61

You are unable to understand the written part so you focus on the pictures. And you soon spot a few noteworthy facts.

There is a circle superimposed on a hexagon. Five of its angles are taken by the symbols of elements, but one is empty. There is also a window with a dark world behind it, illuminated only by a moon and stars. A person is trying to open the window.

- Gain the "**Dark History**" part **3** status.
- If you **have all 3 parts** of the "**Dark History**" status, gain the "**Understanding**" part **11** status.
- Continue the Exploration.

F62

The door is opened with a similar mechanism that opens the gate to the underground town. You see pictures and symbols, all of which you remember from frescos and ornamentation seen all over the town. All you need to do is rearrange them. Focus and use your knowledge to do it right.

– Perform the Test.

When you have 1 : The Test ends immediately. Resolve the matching outcome.

For each part of the "Dark History": You may ignore 1 effect.

If you have the "Eager Tamer" part 3 status, once per Test: You may discard 1 card with a after you draw it – *Alvin tells you that some of those images remind him of an adventure story he once read.*

If you have the "Understanding" part 6 status, once per Test: You may look at the top card of the Item deck. Discard it or return it to the top of the deck.

8 or less	*You can't open the door. But you should try again after learning something new.*	. Continue the Exploration.
9	*You manage to open the door, but it takes a lot of time.*	. Go to Script F69.
10	*A thorough inspection of the door is a good idea – you open it easily and also find an item forgotten nearby.*	Gain 1 Item. Go to Script F69.
11 or more	*After some time of pushing and yanking, the door suddenly gives in. Surprised, you fall.*	. Gain 1 . Go to Script F69.

F63

There is a piece of text on the door, but unfortunately you are not able to understand it. Therefore, you focus on the drawn symbols. One of them is a spiky stone which must be a representation of a Chrysomallon. The next huge symbol is unrecognizable to you, and the third one is a burning parchment.

– Gain 1 .
– Continue the Exploration.

F64

– If a is in **slot II**, *Chrysomallons lazily crawl on the wall of the tower. Lava keeps dripping from their bodies;* each Mystling gains 1 .

You approach an intriguing tower surrounded by a few short, squat buildings. All of them are abandoned, and the way into the tower is barred by a solid-looking gate. There is a myriad of footprints in front of the tower, all of them belonging to the fae. Some lead behind the tower – maybe they are worth following?

If you **have** the "**Eluding Tower**" status, *you have explored the place;* continue the Exploration.

Otherwise, read on:

Choose one:

- **Try to open a door** – go to Script F62.
- **Take a look around** – go to Script F74.
- **Leave** – continue the Exploration.

F65

The tall building close to the edge of the precipice appears to be an archive. All the paper books and scrolls have survived thanks to the air here, which is miraculously dry and warm. Trying to understand the phenomenon, you touch the walls and realize that some are searing as if there were magma veins near the surface. You also spot a vague engraving on the door, close to a torch holder.

Choose one:

- **Search the archives** – . Go to Script F61.
- **Inspect the door** – . Go to Script F63.
- **Insert a piece of wood into the holder and light it up** (only if an is in front of you) – if **slot IV** is **empty**, discard the and place an in **slot IV**. Continue the Exploration.
- **Put it out and take the torch** (requires an in **slot IV**) – discard the from **slot IV**. Place an in front of you. Continue the Exploration.
- **Leave** – continue the Exploration.

F67

Up ahead, you notice a hole in the wall which may be the passage to the outside world. The way up, however, may be a bit of a challenge. It is time to make up your mind whether it is the right time for the climb.

If you **don't have** the "**Eluding Tower**" status, continue the Exploration.

Otherwise, choose one:

- **Climb to the entrance** – this leads to the end of this Scenario. Go to Script F76.
- **Leave** – continue the Exploration.

F69

You enter the tower and notice that the interior is well preserved, and the air pleasantly dry, probably owing to a few iridescent, multicolored stones. There is a stone table in the middle of the chamber with an engraved map and some wooden tokens placed all over it.

You look at the map and frown because the outline of lands is entirely different from the one you know. However, you easily find the location of your ruins on the map, as they are marked with the symbol of fire. The ruins near Caerberg are marked with the symbol of earth. You spot the sign of wind to the north and the sign of water where desert is and a sea should be. That place is probably the next destination of the fae, although you have no idea why they would be headed there. You decide to venture there as well and find the answer to the dilemma.

Among things you find in the chamber, there is also a draft of a tower. The notes describing it are written in a language you cannot understand, but you take the document anyway.

Well, the tower must be your next destination. You are getting tired of chasing after fae, but you have a feeling that you will get your answers there.

- Gain the "**Eluding Tower**" status.
- Continue the Exploration.

F71

If you **don't have** the "**Eluding Tower**" status, go to Script F84.

Otherwise, go to Script F85.

F72

If you **have** a Mystling or if you spend ; *the engraving begins to glow when fire is close to the door. Then you hear a clock and the door opens a crack. You push it open;* go to Script F51.

Otherwise, go to Script F49.

F73

Hidden script

A slightly damaged bridge spans across a stream of lava. The air burns and stinks with sulfur, but you think that you could cross the narrow catwalk to the other side.

- If both Scripts F44 and F48 are locked, unlock them.
- Continue the Exploration.

F74

The fae started a fire in front of the entrance,

but it has already died down, leaving only a few charred logs. You can find leftovers of weird medicine which means the fae have been tending to their mystlings here.

Choose one:

- **Take the charred log** (only if there is **no** in front of you and there is no on the Map) – if you **don't have** a **Mystling**, gain 1. Place an in front of you. Then, choose again.
- **Heal your mystlings** – . Heal 4. Continue the Exploration.
- **Leave** – continue the Exploration.

F75

You feel panic. The feeling doesn't come from your heart. It seems alien but overwhelms you anyway. It is so strong that you cannot contain the urge to escape. As quickly as you can, you reach the face of the cliff to start climbing and leave this forsaken place forever.

- Go to Script F76.

F76

As you climb up, you come across a ledge. You stop there to rest, but then you realize that you are not alone.

- End the Exploration.
- Set up a Random Combat, adding a **Young Alukah** to the pool of Enemies to choose from.
- Add 1 Corruption card to this Combat.
- Close the Adventure Journal and start the Combat.

F78

The glow of Chrysomallons helped you notice a shining object on the wall.

- Gain 1 Silver.
- Continue the Exploration.

F80

Thanks to the Chrysomallons, the buildings are in ill repair. Some have partly crumbled and thus revealed places where some objects were hidden. Alas, the air here is becoming unbearably hot.

- You may ⌛ and gain 1 to gain 2 Items.
- Continue the Exploration.

F81

You wipe the engraving and see that it shows winged characters entering through the door. They are accompanied by fire mystlings of many sorts.

- Continue the Exploration.

F82

Alvin complains that he is cold and his Gaiadon is not in good shape, either. You must take care of them, which takes some of the time.

- ⌛.
- Continue the Exploration.

F83

Some Chrysomallons are busy eating up pieces of wood, but the others seem disturbed and anxious. They are cramped for space, and their pressure makes the structures sway. A few move on toward a solid building erected on higher ground close to the edge of the chasm.

- ⌛.
- Continue the Exploration.

F84

You come to your senses after the fight and realize you are on the top. The loss of control makes you feel terrified, and even the mystlings seem disturbed as they look at you. You sit on the snow and hide your face in your hands. What has possessed you? You will lose your mind if you don't uncover the reason for such actions.

Suddenly, you notice a leather tube lost in the snowdrift. There is a map inside. The map isn't very accurate, but it is marked with symbols identical to those in the ruins you have just left. There is a spot in the desert far to the east with a scribbled picture of a tower next to it. Is it where the fae have gone? Maybe this is where you will finally catch up with them to have a word and reveal the nagging secrets.

- Go to Script F85.

F85

You soak up the sight from the mountaintop. The frozen lake shimmers in the rays of the setting sun. Somewhere in the northwest, hidden from your sight by low clouds, is Caerberg. The sky above your head is glimmering with stars, and the two moons rise slowly, arm in arm.

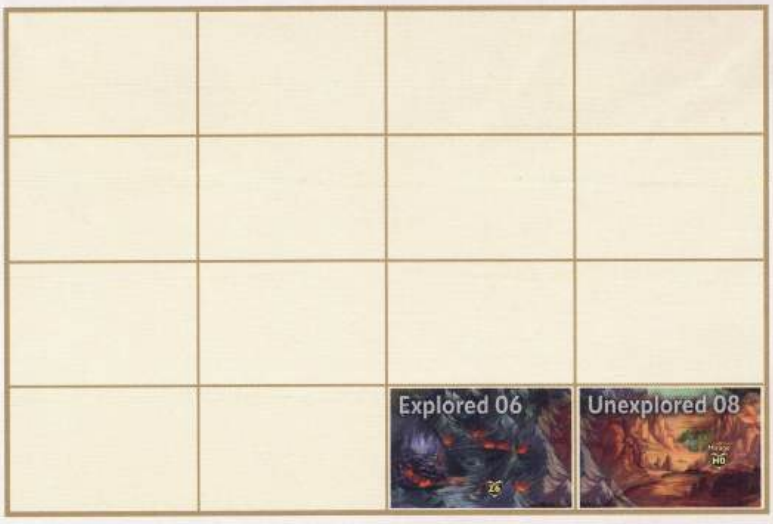
You take a deep breath and think of the journey that awaits you. You must head east, seeking a tower somewhere in a desert. You hope this is the last place you must visit in order to uncover the secrets of the fae and their true purpose.

You call your tired mystlings and pet their heads. They warble, enjoying the attention. You sigh again and begin a long descent.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 06** to Explored.
- Gain **Worldmap card 08**, Unexplored side up – *the fae trail leads toward a desert, farther east.*

– Slot cards as in the diagram below:



If you **don't have** the "**Return to Caerberg**" status, go to Script Z31.
Otherwise, save the game or start another Scenario.

F86

– Perform the Test.

Mystling: Ignore the effect below – *it helps you avoid scorching spots while climbing.*
At the end of the Test: For each , each Mystling gains 1.
If you have the "Eager Tamer" part 3 status, once per Test: You may discard the card you just drew – *Alvin keeps you safe.*

5 or less	*The climb appears to be more challenging than you thought. Maybe it is not worth the risk, after all?*	. You may spend to go to Script F40. Otherwise, continue the Exploration.
6	*Finding a solid foothold takes a lot of time, but at least you see a safe way up to the ledge.*	You may spend to go to Script F40. Otherwise, continue the Exploration.
7	*The climb is easier than you expected. You make it to the top in no time.*	Go to Script F40.
8 or more	*Your foot slips and you slide down.*	You may spend , to go to Script F40. Otherwise, gain 3. If you **have** the "**Eager Tamer**" part **3**, *one of your Mystlings tries to save Alvin, getting hurt in the process;* gain an additional 2. Continue the Exploration.

F87

If you **don't have** the "**Eager Tamer**" part **2** status, go to Script F90.
Otherwise, read on:
You hope that the fighting time is over, but then you hear someone screaming at the top of their lungs. It is Alvin, chased by a Chrysomallon he accidentally stepped on. You help the boy drive the creature away, but another fight back-to-back is exhausting.

– Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
– Gain 1 Fatigue.
– ***Chrysomallon* divider:** Add card **38** a-side up to the Mystling Encyclopedia.
– Add a **Chrysomallon** Tier card to Random Combats.
– Clear the Arena.
– Go to Script F91.

F88

If you **don't have** the "**Eager Tamer**" part **2** status, go to Script F90.
Otherwise, read on:
When you come to your senses you hear someone screaming at the top of their lungs. It is Alvin, chased by another Chrysomallon. You gather yourself to make a distraction for long enough to allow the boy to flee from the aggressive mystling. You catch up with Alvin. What is he doing here?

- Gain 1 Fatigue.
- Your defeated Mystling Heals 5 and gains 1 Fatigue.
- ***Chrysomallon* divider:** Add card **38** a-side up to the Mystling Encyclopedia.
- Add a **Chrysomallon** Tier card to Random Combats.
- Clear the Arena.
- Go to Script F91.

F89

If you **don't have** the "**Eager Tamer**" part **2** status, go to Script F92.

Otherwise, read on:

You are about to continue, but then you hear someone screaming at the top of their lungs. It is Alvin, chased by a Chrysomallon he accidentally stepped on. You help the boy drive the creature away, but another fight back-to-back is exhausting.

- Gain 1 Fatigue.
- Go to Script F91.

F90

When you pull yourself together after the fight, you see movement outside the gate. It's... Alvin. He approaches with a beaming smile, Gaiadon on his shoulder and a Chrysomallon obediently following him. You haven't seen the boy since you left Caerberg, and you have no idea what he is doing here, but there is no doubt Alvin is becoming a promising tamer.

"My Gaiadon is all I need. Besides, I cannot maintain two bonds at once. I think this Chrysomallon and you can become great friends."

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Chrysomallon* divider:** Add card **38** a-side up to the Mystling Encyclopedia.
- Add card **37** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **35** and **39** with all Chrysomallon Action cards (6) behind the *Party* divider.
- Clear the Arena.
- Go to Script F91.

F91

Agitated, you ask him what in the world he is doing here.

"You want to know why I have left Caerberg?" he answers with a question of his own. "That place is a dead-end for me. A backwater with no challenges. How can I develop my skills there? Isn't it better to leave the town and learn from experience? Under your guidance? The best tamer there is?"

If you **have** the "**Eager Tamer**" part **2** status, *The boy ignores everything you say. There is no way to convince him since he once obeyed you and took it for a waste of time;* gain the "**Eager Tamer**" part **3** status and go to Script F43.

Otherwise, choose one:

- **Let him join you** – *Well, who knows? Maybe Alvin will come in handy. He promises to be obedient, too.* Gain the "**Eager Tamer**" part **3** status, go to Script F43.
- **Order him to return to Caerberg** – *As his supervisor, you send him back to town, which is a much safer place for the youngster. Alvin is livid, but he gives up and returns to the town.* Gain the "**Eager Tamer**" part **4** status, go to Script F43.

F92

When you pull yourself together after the fight, you see movement outside the gate. It's... Alvin. He approaches with a beaming smile, Gaiadon on his shoulder and a Chrysomallon obediently following him. You haven't seen the boy since you left Caerberg, and you have no idea what he is doing here, but there is no doubt Alvin is becoming a promising tamer. You notice he's hauling a large item.

"I found this on my way here. I think you will make better use of it than I."

- Gain 1 Equipment.
- Go to Script F91.

F200

The fight on the slope is finally over, and you can move on.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.

Tame: Take the cards listed on the Tier card and place them behind the *Party* divider. Add the Mystling Encyclopedia cards listed on the Tier card to the Mystling Encyclopedia. Return your Enemy Tier card to the Tier cards deck. Place your Enemy Ability card behind the *Removed* divider. Go to Script F71.

Win: Gain 2 Essence. Gain 1 Silver. Go to Script F71.

Lose: Gain 1 Essence. Gain 1 Fatigue. Go to Script F71.

Cradle

G0 Introduction

The cartographer instructed you to head east of the Academy, beyond the mountain range. This is where he had seen the islands floating in the clouds of fog over a lake called Llyndraig.

You can't stop thinking about the future of the world. You need to figure out how to close the portals and protect innocent people, but you are also increasingly concerned with yourself. Your nightmares and strange moments of losing control, together with the disturbing behavior of some mystlings, must be somehow connected, and you hope that somewhere on the floating islands, you will find the remedy to your crisis.

Your problems began with the Dragon Guardian and the visions it burdened you with. Now you are going to visit the place from those visions and find closure. You must succeed.

Hints

Combat: You may encounter one of the previous Enemies in Random Combat.

Other: An Mystling will be useful. When choosing Mystlings, pay attention to your Quest cards.

- Choose two Mystlings to accompany you during this Scenario.
- Perform the Deck Construction.
- Go to Script G1.

G1

It has been a long trek, but you are finally there. The azure surface of the lake stretches before you under billowing, white clouds. Among them, you notice a row of green islands hovering in the air, defying the laws of nature. In the heart of the floating archipelago, you spot a red crystal.

You are not the only one to behold such wonders. Ida, the wandering storyteller, is with you whether you like it or not. The brave woman decided that she couldn't miss taking part in such events and joined you as soon as she heard about your expedition. She wouldn't take no for an answer and explained to you that no power in the world could possibly stop her from seeing the land of the Dragons. It would make quite a tale, wouldn't it?

It probably would, but you cannot think about tales at the moment. You must scour the islands to find everything you can about the thing in your thoughts that doesn't let you sleep and messes up with your head.

- Open **Map 15**.
- Place **Secret 01** and **Secret 03** face up next to the Map – their rules apply during this Scenario.
- Place an unused Mystling standee on the island in the lower-left corner (with Scripts **G11** and **G14**) – it represents your current position on the Map.
- Place **Secret 10** face down in the Event slot. Set the to 4 – *You have a feeling that you still have a lot of time, but still, you shouldn't waste it.*
- Begin the Exploration.

G3

The skull is definitely real, and it must have belonged to a Dragon. It is half-buried in the ground which suggests it has been here for centuries, but for some reason, it hasn't aged at all and still looks tough and sturdy.

"I bet it has been here since the Cataclysm," Ida says and frowns. She runs her hand down the smooth surface of the giant skull and looks at a heap of dry moss and withered weeds a few steps away. "Look, someone cleans it! Regularly! Why would they do that?"

- Continue the Exploration.

G4

"Our order has been serving Dragon Guardians for ages," the man replies solemnly. "And the new members are brought here by Dragons. They are the Dragon children."

"It sounds ridiculous," Ida whispers to you. "Do those Dragons steal children? Or buy them? I don't get it."

"And the Dragon Guardians regard these islands fondly," the monk continues. "They are, after all, their home and birthplace."

He trails off for a while, and his eyes glaze over.

"They are wondrous creatures who protect the world," he adds. "And this is why they are gone. They went to save the world from the dark."

"Some of us like to meditate on the highest of the island. If the Guardians wish so, you might even hear their whispers there."

- Go to Script G13.

G5

The section about Dragons seems endless, and to read every book would take months, if not years. You skim the titles, trying to find something interesting.

- Perform the Test.

At the end of the Test: For every 3 , .

7 or less	*You leave without learning anything new.*	Continue the Exploration.
8-9	*You find an interesting bit of knowledge.*	. Go to Script G10.
10	*You find a ground-breaking piece of information.*	. Gain 1 . Go to Script G58.
11 or more	*You have only wasted your time.*	. Continue the Exploration.

G6

Hidden script

You discover some ancient remains and show them to Ida. They resemble bones and teeth. Mostly teeth.

"Oh, here is the horn of an Elkthorn," Ida notices. "What a dreadful place. It seems that a lot of creatures died here. Or maybe they were buried here?" She flinches suddenly. "And this filthy thing reminds me of grave wax."

You, however, notice that the remains subtly radiate the power of elements. Could that be the doing of the crystal?

- Gain the "**Secrets of the Crystal**" part **3** status.
- Continue the Exploration.

G7

Having entered the cave, you discover a disturbing place which could be a lair or a prison cell (or maybe both). The floor here is littered with rusty chains, and there is also strange coloring on the walls. You suppress fear and disgust to inspect the place closely. Soon, you discover some small lumps of an eroded substance you have never seen before. Another secret to unlock.

Choose one:

- **Examine the strange substance** – . Go to Script G55.
- **Examine the chains** – . Go to Script G20.
- **Leave** – continue the Exploration.

G8

The silver-haired woman explains that the crystal has been destabilizing over the years. The process began so long ago that even the monks' books lack precise information about it.

The monks, together with the Dragon Guardians, have been trying to repair the crystal for years, but to no avail. The woman has trouble admitting it, but she finally confesses that the Guardians may be wrong. They insist on abstaining from using the unnatural dark element, and she believes it's not the right way. The dark element appears to be crucial for the crystal.

The monks have started experimenting with the dark element themselves. They tried to use an Eldrithia, the only known mystling that combines light and darkness, but they couldn't tame the creature and make it cooperative.

"But you have such a strong bond with your mystlings," the silver-haired woman says. "Maybe you could harness the Eldrithia and bring it here? It is imprisoned in the floating building chained to the island above this one."

She is willing to share with you what they know about the crystal, and you'll have a shot at trying to make things work. Should you succeed, she will tell you what to do with the Dragon's soul.

- Flip the token in **slot V** from A to **B**.
- Go to Script G13.

G10

"Each natural element is embodied by one of the Guardians. The appearance of the unnatural, otherworldly element of darkness disrupted the balance and weakened the Guardians. The impact of the disturbance is unknown, although several symptoms were observed. The Dragons' memories from two thousand years ago and anterior are fading away, which makes them anxious. Their possessiveness is, however, stronger than fear, and they still don't want to share their memories, and we cannot eternalize them in our library."

– Continue the Exploration.

G11

The lowest of the islands is overgrown with a thick, green forest, echoing with cries and chirps of various mystlings. You bend to inspect the ground and discover intriguing footprints in moss and earth, some known to you. You are tempted to explore the forest and find out what species you could find there.

Choose one:

- **Track the mystlings down** (only if **slot II** is **empty**) – go to Script G15.
- **Explore the forest** – ⌛. Go to Script G18.
- **Leave** – continue the Exploration.

G12

You enter the library of the Dragon Monks and inhale the dry smell of dust and paper. What an impressive collection of tomes! What do you begin with?

Choose one:

- **Dragon Guardians** – ⌛. Go to Script G5.
- **The Eclipse** – ⌛. Go to Script G21.
- **Leave** – go to Script G13.

G13

If **slot V** is **empty**, go to Script G47.

Otherwise, read on:

Awed by the exterior splendor of the monastery, you are surprised to discover that the interior is much more basic. The builders of the place obviously concentrated on functionality rather than decoration. There are only a few people wandering around the huge chamber, some old and withered, others in their middle-ages and even younger, but all of them with mystlings. They watch you clandestinely as you watch them.

Ida walks around and takes notes everywhere she stops. She also tries to chat with people, but nobody responds.

Choose one:

- **Rest in the monastery** – ⌛. Remove 1 Fatigue. Heal 6. Continue the Exploration.
- **Ask about the Dragon Guardians** – go to Script G4.
- **Explore the library** – go to Script G12.
- **Ask the elderly woman about the help they need** (only if **slot VI** is **empty**) – go to Script G8.
- **Tell them the mystling run away** (requires **token B** in **slot VI**) – go to Script G64.
- **Access the crystal** (requires **token A** in **slot VI**) – go to Script G17.
- **Collect your reward** (requires the "**Interference**" part **2** status) – go to Script G28.
- **Leave** – continue the Exploration.

G14

You look up and have to suppress a sudden wave of dizziness. The treetops seem to be touching the sky. Never before have you seen trunks so tall and so slender.

Choose one:

- **Gather ripe fruit** – *You and your mystlings snack on sour fruits, enjoying their refreshing qualities.* ⌛. Heal 1. Gain 1 🔥. Then, choose again.
- **Release the scared mystling** (requires **token A** in **slot VI**; only if you **don't have** the "**A Heavy Heart**" status) – *It was imprisoned for such a long time...* Go to Script G44.
- **Leave** – continue the Exploration.

G15

You plunge into the forest to look for more tracks.

– Place **token A** in **slot II**.

If the Random Combat deck is **empty**, *the forest is eerily empty;* gain 2 🔥 and continue the Exploration.

Otherwise, set up a Random Combat and add 1 Corruption card to this Combat.

G16

You explore the grandest of the islands and stop to examine rifts left by gigantic talons. You squat there and peer inside to see pieces of crystal inside each groove. Each piece resembles a hook or nail.

"They are all shaped like this," Ida says excitedly. "It is most certainly not nature's work, then. All those crystal hooks and nails seem to be aiming there!"

She points at the enormous crystal hovering among the islets.

- Flip the token in **slot III** from A to **B**.
- Gain 2 Items.
- Gain the "**Secrets of the Crystal**" part **2** status.
- Continue the Exploration.

G17

If **Secret 30** is on the Map, *the bridge is already connecting the islet and the crystal;* continue the Exploration.

Otherwise, read on:

The Dragon Monks send their Aerinn toward the crystal. Its job is to hook up a rope bridge to its surface. The mission is simple enough, but even from a distance, you see that the mystling is not taking it well. The vicinity of the crystal must be at least uncomfortable, if not painful.

- Gain **Secret 30**.

Note: You may access this Script from the island with the monastery.

- Continue the Exploration.

G18

You enter the forest on the low island.

- Perform the Test.

At the end of the Test: For each pair of , each Mystling gains 1.

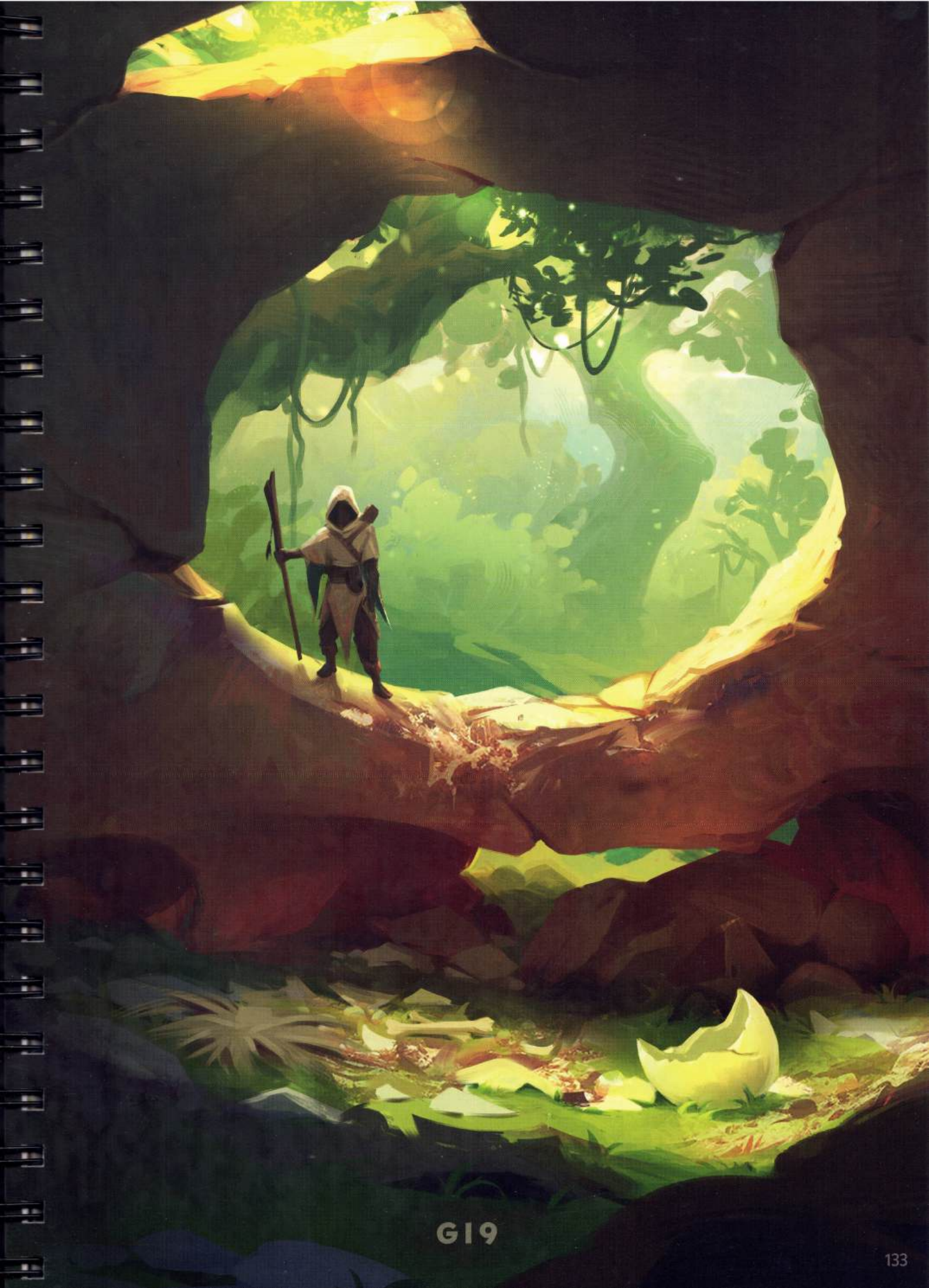
5 or less	*The forest is teeming with energy.*	Gain 1. Continue the Exploration.
6-7	*Your mystling reaches a spot of power.*	Gain 2. Continue the Exploration.
8-9	*Wrong direction. You are only wasting your time.*	Continue the Exploration.
10	*Your mystling has caught a scent!*	Gain 2. Go to Script G32.
11 or more	*You lost your way and ended up in thorny, thick bushes.*	Gain 1 Fatigue. Continue the Exploration.

G19

The inside of the Dragon's skull reflects eerie light coming from eggshells lying on the ground. The space within the skull is surprisingly comfortable and warm. Someone is taking good care of it, it seems. Apart from the broken shells, you also spot some ground powder here and there.

Choose one:

- **Thoroughly examine the skull interior** – . Go to Script G24.
- **Examine the skull itself** – . Go to Script G3.
- **Let your Young Gaiadon explore the skull** (only if you **have** the **Young Gaiadon Quest card** available and you **have Young Gaiadon** with you) – go to Script Z57 at the end of this Adventure Journal.
- **Leave** – *Your mystlings don't want to stay around here.* Continue the Exploration.



G19

G20

You inspect the chain and quickly arrive at the conclusion that this isn't a Dragon's work. Well, the links ooze the energy of elements so a Dragon may indeed have conjured the chain up, but to use it, you need someone with hands, not paws.

– Continue the Exploration.

G21

"When the fae, without the Guardians' knowledge, decided to experiment with the forbidden, they sealed the fate of the world. The inevitable thing happened, and our world must have accommodated the excess moon. The adaptation process, however, was chaotic, and catastrophic. Even the Guardian of Light lost its life and must have taken the unpleasant path of rebirth."

– Continue the Exploration.

G22

If **any token** is in **slot VI**, *you search the floating building only to realize it is empty;* continue the Exploration.

If **token B** is in **slot V**, go to Script G23.

Otherwise, read on:

A windowless structure lazily sways on the air currents, connected to the island by several chains. It resembles a self-isolation cell. Or a prison.

Choose one:

- **Enter the building** – go to Script G34.
- **Leave** – continue the Exploration.

G23

A windowless structure lazily sways on the air currents, connected to the island by several chains. This is the place where the mystling is kept, according to the monk. You should proceed with caution.

Choose one:

- **Carefully enter the building** – go to Script G63.
- **Leave** – continue the Exploration.

G24

You pick up a pinch of the powder and smear it on your hand. Could it be what is left of the eggshells? You gaze around and also notice human footprints leading to and from the grandest island.

"Oh, so you have noticed the powder, too?" Ida speaks up. "I saw it someplace else. Near that strange bridge over the precipice."

– If **slot IV** is **empty**, place **token A** in **slot IV** and gain 1 Essence.
– Continue the Exploration.

G25

The surface of the ground is torn and shredded from enormous talons. You quickly realize that this is the landing place of the Dragons, and the incredible number of rifts tells you that the mighty beasts use it frequently.

– If **slot III** is **empty**, gain 6 and 1 Essence; place **token A** in **slot III** – *The residual power of the Dragons infuses your mystlings, and you feel like you have returned home. The feeling, however, is lined with anxiety. An alien thought appears in your mind: The home is falling apart, and the mother isn't at home. You don't understand it and you shake your head, trying to disperse the odd emotions appearing in your heart.*

Choose one:

- **Explore the area** (requires **token A** in **slot III**) – . Go to Script G16.
- **Speak with Ida** – go to Script G27.
- **Leave** – continue the Exploration.

G26

You and Ida walk together, watching the unreal scenery with awe. Neither of you notices that time flies past.

If **token B** is in **slot I**, *it's not looking well;* go to Script G54.

If **token A** is in **slot I**, *the wind accelerates, and the islands tremble. You must hurry!;* place **Secret 10** (it's the Secret you just revealed) face down in the Event slot. Set to 4. Flip the token in **slot I** from A to **B**. Continue the Exploration.

Otherwise, *you still have lots of time;* place **Secret 10** (it's the Secret you just revealed) face down in the Event slot. Set to 4. Place **token A** in **slot I**. Continue the Exploration.

G27

Ida seems enchanted by the surroundings. She takes notes and makes sketches as you walk around. Everything seems to fascinate her, even the frightening skull on the island above, but the biggest shock for both of you is the discovery of a cluster of buildings looming up ahead.

"This is odd," Ida whispers. "According to the legends, Dragons and people never got together."

– Go to Script G25.

G28

Two monks go to inspect the crystal up close and return with shocked faces.

"It would certainly require more examination, but the edges of the dim patch are less brittle than yesterday," the first monk says.

"My Prowler was even more reluctant to approach the crystal," the other adds. "It seems that something might have changed indeed."

The silver-haired woman nods and leads you to an office with a large map on the table. There are several charcoal marks on it – she sees your interest and explains that those are places where rifts to the Shadow Realm opened. You can't help but notice that there is one next to Moongur, your hometown. Four pawns representing Dragon Guardians sit close to the largest marks.

"Here." She points to a place even farther east from your location. "This is where you can free yourself of the Dragon's soul."

You ask how.

"A mystling called Artios lives there, hidden in the ancient Temple of Light. No one has visited this place for several hundred years. However, the creature is still the only being capable of manipulating the Guardians' souls. Find Artios, and it will help you. And the soul you carry."

– Place **token A** in **slot VII**.

Choose one:

- **Leave the islands** – *You know your next step. It's no use staying here any longer.* Go to Script G36.
- **Stay on the islands** – *Maybe you can find out more secrets?* Continue the Exploration.

G29

Hidden script

You inspect the red crystal shards which appear to contain no power at all. Your gaze wanders away to the levitating crystal up ahead, and you frown. A minute ago, you were sure that the crystal pulsated with energy, and now you look at all those blurred stains on its surface and ask yourself if it is not falling to pieces.

– Gain the "**Secrets of the Crystal**" part **4** status.

If **any token** is in **slot V**, continue the Exploration.

Otherwise, read on:

You stare at the buildings higher up and notice an elderly lady watching the landscape. She is leaning on a Glarexus, and the creature is eyeing you intensely. It is brimming with energy and most certainly eager for combat. You are not sure you want that to happen.

"We should definitely visit the monastery," Ida says. "There are answers waiting for us there."

You object to going together. The monastery may be a dangerous place for her, so you'd rather approach alone. Ida agrees with you, albeit reluctantly.

– Continue the Exploration.

G30

You see the Dragon's memory. The Guardian is flying over the eastern lands, looking down at the marshes. A lustrous fae-built temple stands there.

You see several landmarks to help you locate the place – it's important.

You see another memory. A brilliant, beautiful mystling is locked inside the temple by the Dragons. Your heart is flooded with shame and pain when the gate is shut, and the mystling disappears. But you also feel relief as you know that the mystling is safe now. With the vision comes the mystling's name – Artios.

Then yet another memory invades your mind. Artios places its paws gently on an artificially made egg, and you see a bright light flowing into the shell, filling it with life. The soul, Dragon soul, is there now.

The vision ends. Now, you know that you must find this Artios. The creature is indeed able to extract the being that lives inside you.

– Place **token A** in **slot VII**.

Choose one:

- **Leave the islands** – *You know your next step. It's no use staying here any longer.* Go to Script G36.
- **Stay on the islands** – *Maybe you can find out more secrets?* Continue the Exploration.

G31

You watch the bridge spanning the precipice and wonder about its purpose. What was it used for? To collect materials from the water?

- **Enjoy the vista** – ⌛. Remove 1 Fatigue. Continue the Exploration.
- **Follow the tracks** (requires **token A** in **slot IV**) – go to Script G45.
- **Leave** – continue the Exploration.

G32

You follow your mystling and you find human tracks leading to the next island with a cluster of buildings.

"Who would like to live with the gods?" Ida ponders, looking at the structures. "I am fascinated by the Dragon Guardians, but I would never want to live in their neighborhood."

When you think about her words, she exclaims:

"Oh! Do you want to take a look at that grove?"

The grove appears to be strewn with tiny crystal shards, as red as the levitating big one, and brimming with power. You also spot a Darktailen's tracks around the brightest of them.

- Gain the "**Secrets of the Crystal**" part **1** status.
- Continue the Exploration.

G33

Hidden script

The clouds are moving and morphing. Are they about to create an image?

If you **have** at least **4** parts of the "**Empathy**" status, go to Script G41.

If you **have** the "**A Heavy Heart**" status, go to Script G41.

Otherwise, read on:

You admire the clouds for a moment, but whatever you think you saw disappears.

- Continue the Exploration.

G34

The gate to the floating building is sealed – but it can be easily opened from the outside. You open it carefully, and...

Something assails you!

You barely recognize the attacker as you have never seen such a creature with your own eyes. Well, once you glimpsed a blurred image of one in a book dedicated to lesser-known mystlings and you vaguely remember that its name is Eldrithia, but nothing else comes to your mind. All you see is an undulating head and twirling tentacles, and you sense the fear and despair of the mystling. This creature cannot be tamed. Not in its panicked state.

Get ready to fight it.

- If you **have** the "**Understanding**" part **7** status, *your knowledge about behavior of dark and light elements, allows you to order your mystling efficiently;* gain 2 🔥.
- Setup Combat:
  - **Arena:** card **9**, map **1**.
  - **Enemy Eldrithia:** cards **46** and **47**.
    Note: You won't be able to tame the Enemy.
  - 2 **Major Corruption: C**.
- Close the Adventure Journal and start the Combat.

G35

You lift the transparent dome. The glass must have been made of something different and much heavier than just sand, but you strain your muscles, eager to inspect the egg.

But as you lift it, you discover that the thing is actually not an egg. It is a shell made of artificial material.

Despite the disappointment, the inner being in your soul is strangely agitated. You do not know how to read its behavior, however. Does it want you to take the egg or leave it in peace?

Choose one:

- **Take the egg** – gain **Secret 12**. Continue the Exploration.
- **Leave** – continue the Exploration.

G36

If both **slot II** and **slot V** are **empty**, go to Script G62.

Otherwise, go to Script G61.

G37

There are crystal shards all around you, most of them destroyed or at least damaged. There are spots devoid of color – certainly the effect of using the element of light. Why does the light damage the crystal?

"Are the Guardians trying to destroy the crystal?" Ida asks. "It makes little sense."

She is right. You don't know the answer to her question, but perhaps the Dragons are not trying to destroy it? Maybe they were looking for ways to fix it, but their attempts backfired?

- If you **don't have** the "**Secrets of the Crystal**" part **5** status, gain the "**Secrets of the Crystal**" part **5** status and 1 Essence.
- Continue the Exploration.

G38

You convince the Eldrithia to approach the crystal, and it obeys you, surprisingly, without hesitation or pain. It places its tendrils on the glossy surface, and you guide the mystling, using all the knowledge you've gathered on the islands. You know what to do to stabilize the crystal. And you know what can destabilize it even further.

The Eldrithia absorbs all the dark element that has soaked into the crystal and infuses it with light. If you are right and the crystal really needs both elements to function properly, this action will accelerate the decay rate, dooming the islands.

The Dragon's soul inside yours realizes what you are doing and starts screaming with anger, hate, and terror. Excruciating pain explodes in your head, and you have a sinking feeling of losing consciousness. At the verge of lucidity, you notice the straining Eldrithia continuing its work. The mystling seems content – vengeance is sweet.

You regain consciousness at the side of the lake. The Eldrithia touches your forehead with its appendage. It shines lightly, and you feel the pain dissipate. When the mystling notices that you are awake, it floats away and looks at you curiously from a distance.

You glance at the islands – they are still there, but they are shivering wildly. The crystal is nowhere to be seen. It must have plummeted into the waters. The islands will follow soon.

You probably made powerful enemies today. But that was your choice. Time will tell if it was the right one.

- Gain the "**Interference**" part **3** status.
- If you **don't have** the "**A Heavy Heart**" status, *Eldrithia is grateful for what you did for it;* gain the "**A Heavy Heart**" status, add cards **48b** and **49a** (from behind the *Eldrithia* divider) to the Mystling Encyclopedia and place cards **46**, **50** with all Eldrithia Action cards (6) behind the *Party* divider.
- Go to Script G65.

G39

"I am not going with you" Ida says as she sees you grabbing the rope. "This is crazy, and I can't do it."

Well, someone has to.

You slide down the rock face, and soon, you discover an entrance to a cave hidden under a protruding ledge. Will you be able to get in there?

- Perform the Test.

At the end of the Test: For each , each Mystling gains 2.

Spend : Ignore up to 2 .

If you have an Mystling, once per Test: You may spend 2 to discard a drawn card.

7 or less	*You aren't able to get in, and Ida pulls you up.*	. Continue the Exploration.
8-9	*You manage to get inside, but not without bruises and injuries.*	Each Mystling gains 1 . Go to Script G51.
10	*You have no problems getting into the cave.*	Go to Script G51.
11 or more	*You fall into the water. Climbing up takes some time.*	. Each Mystling gains 2 . Continue the Exploration.

G40

Your mystling stands up and breathes heavily. You look at the Eldrithia, crammed in a dark corner. The defeated creature is too scared to look you in the eye, but follows you as you move along – you are not sure why. Maybe its captors treated it badly and punished it when it tried to escape? You don't mind the Eldrithia following you. Some mystlings need time to adapt.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Eldrithia* divider:** Add card **49** a-side up to the Mystling Encyclopedia.
- Add **Eldrithia** Tier card to Random Combats.
- Clear the Arena.
- Place **token A** in **slot VI** – *the Eldrithia is following you for some reason.*
- Continue the Exploration.

G41

The vague shapes of clouds move together and soon you become sure that they form the shape of a Dragon's head. Your heart is beating with fear, but the Dragon is still, observing you with its white eyes – it's probably an illusion, not a real Guardian.

- Gain **Secret 60**.
- Continue the Exploration.

G42

You experience a brief vision.

You see winged people living together with mystlings among tall, stunning constructions. They control the elements to conjure miracles.

Then, a rift appears in the air to show a world basking in the dim light of a large, bright moon. The winged people freeze and watch it in awe.

Later, the winged people shout at each other, and the immense rift is still there, wider. Behind it, a dark, moonless world unfolds.

- Gain the "**Understanding**" part **9** status.
- Go to Script G52.

G43

If you **have** the "**Interference**" part **2** status, *the crystal is already functioning properly;* continue the Exploration.

Otherwise, read on:

You convince the Eldrithia to approach the crystal, and it obeys you, surprisingly, without hesitation or pain. It places its tendrils on the glossy surface, and you guide it, using all the knowledge you've gathered on the islands. You know what to do to stabilize the crystal.

The Eldrithia infuses the crystal with darkness, bypassing light barriers set by the Dragon Guardians. If you are right and the crystal really needs both elements to function properly, this action will decelerate the decay rate and maybe even reverse it. Why do the Dragons shun darkness? It is a natural part of your world, right?

When you notice that the Eldrithia is struggling, you stop it. You examine the glossy surface – but you can't tell if you've changed anything.

But then, you notice that your mystlings come closer without hesitation. This is new as before the attempt with the Eldrithia, the mystlings didn't want to come anywhere near the crystal. Something has changed, hopefully for the better.

- ⌛.
- Gain the "**Interference**" part **2** status.
- Continue the Exploration.

G44

You release the Eldrithia. The mystling disappears into the thicket without a sound, but when you are about to leave, the mystling returns and extends its tentacles toward you. It clutches a purple flower in an appendage. Who would have known? You have just gained a little, creepy friend!

- ***Eldrithia* divider:** Add cards **49** a-side up and **48** b-side up to the Mystling Encyclopedia.
- Place cards **46**, **50** with all Eldrithia Action cards (6) behind the *Party* divider.
- Gain the "**A Heavy Heart**" status.
- Gain the "**Empathy**" part **8** status.
- Continue the Exploration.

G45

You follow the powder trail and spot almost indiscernible human footprints leading up to the bridge. You examine every track and element at the scene. Soon, you are sure that nobody has been pulling anything heavy up here – there are no signs of heavy trunks anywhere near. What is the purpose of this odd bridge? Maybe the descent begins here? But the rope doesn't even reach the water!

Choose one:

- **Climb down carefully** – ⌛. Go to Script G46.
- **Swing on the rope to save time** – go to Script G39.
- **Leave** – continue the Exploration.

G46

Ida shakes her head as you begin the descent.

"Be careful there," she says. "I am not going down there. I am not crazy enough."

You slide down, anyway, and soon you know that it was worth it. There is a cave underneath a ledge. It is tempting to take a look inside, but will you be able to get there?

– Perform the Test.

At the end of the Test: For each pair of 👁, ⌛.
If you have an 🌀 **Mystling:** You may spend 2 🔥 once to discard a drawn card.
Spend 🎲**:** add or subtract 1.

6 or less	*You aren't able to get in, and Ida pulls you up.*	Continue the Exploration.
7	*You manage to get inside, but the sudden gust of wind throws you against the wall. You are full of bruises and injuries.*	Gain 1💥. Go to Script G51.
8	*You have no problems getting into the cave.*	Go to Script G51.
9 or more	*You fall into the water. Climbing up takes some time.*	⌛. Each Mystling gains 1💥. Continue the Exploration.

G47

You tell Ida to stay behind, and you walk up a path toward the building. There you see an elderly lady expecting you. She is wearing basic, almost primitive clothes and leaning on a cane.

"Greetings, arrival," she says with a weird accent. "Will you come inside, please?"

Well, why not? And the moment you step inside, the woman shouts:

"Get him!"

And a hulking Glarexus appears behind you, imbued with the light element. It is ready to fight.

"You'd better surrender!" the woman says.

– Place **token A** in **slot V**.
– Setup Combat:
  - **Arena:** card **18**, map **3**.
  - **Enemy Glarexus:** cards **102** and **103**.
    Note: During this Combat, you won't be able to tame your Enemy.
  - **Major Corruption: D.**
  - **Modifiers:**
    - If you **have** the "**Secrets of the Crystal**" part **4**, *you were prepared for troubles;* each player may Search 5
– Close the Adventure Journal and start the Combat.

(See the art on the next page)

G47

G48

Together with Ida, you flee from the islands when they start shaking wildly. They may calm down soon, but you don't want to take unnecessary risks. Besides, you have other clues to follow.

When you are on the ground at a safe distance from Lake Llyndraig, Ida flops to the ground and pets one of your mystlings.

"That was an exciting adventure," she says.

You nod but don't feel any joy. You didn't find what you've been looking for.

"I explored the monastery on one of the isles, and found an extensive library there. The weird monks living there reluctantly allowed me to search it. There were so many fascinating books, so much knowledge! I've come across some information about Artios, an ancient mystling. One of a kind! There was a map with a location and all. Can we go there next?"

You ask why. Encountering an unknown mystling is tempting, but you don't have time for distractions.

"It has something to do with the Dragon Guardians," Ida explains. "It was described as a mother – capable of transferring souls from one vessel to another."

Ida keeps talking, but your thoughts trail off. Artios, right? This could be a possible solution to your problem. You must check it out soon.

- Go to Script G36.

G49

The Eldrithia's assault was way too violent and too unexpected for you to repel. Your mystling is shocked and bruised, and you cradle it in your arms, trying to collect your thoughts. No doubt you have lost, and the Eldrithia has vanished. But is it a bad thing that a long-imprisoned mystling regained its freedom?

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Eldrithia* divider:** Add card **49** a-side up to the Mystling Encyclopedia.
- Add a **Eldrithia** Tier card to Random Combats.
- Clear the Arena.
- Place **token B** in **slot VI** – *the Eldrithia has run away.*
- Continue the Exploration.

G50

If you **have Secret 12**, *you don't have any reason to be here;* continue the Exploration.

Otherwise, read on:

There is a cage made of glass and copper with a sizable egg inside.

Choose one:

- **Open the cage and examine the egg** – go to Script G35.
- **Leave** – continue the Exploration.

G51

You enter a cave to face an utter surprise.

- Flip the token in **slot IV** from A to **B**.
- Gain **Secret 45**.
- Continue the Exploration.

G52

You look up at the clouds. You weren't mistaken; they have morphed into a Dragon's head, its white eyes following your movements. You feel a delicate pressure on the verge of your consciousness, similar to the one when you experienced a vision from the dying Dragon. This, however, is much more delicate, even polite.

When you focus on this feeling, you almost see the silhouette of the Dragon Guardian. Its maw trembles in an unsettling attempt to smile.

You decide to focus on...

Choose one:

- **...the ailment troubling you** – go to Script G30.
- **...fae** – ⌛. Go to Script G42.
- **...Dragon Guardians** – ⌛. Go to Script G56.
- **...these islands** – ⌛. Go to Script G59.
- **Don't focus and leave** – continue the Exploration.

G53

Your unbreakable bond with the mystlings hasn't escaped the attention of the elderly woman who steps down.

"My mission was to halt the arrival radiating the Dragon essence," she announces. "But during our fight, I have sensed the bond you have with your creature, and I deeply admire it. I don't think the Dragons would want to stop someone who takes such good care of their mystlings. I apologize for my hostile attitude. Should you want to, I am ready to answer your questions."

She bites her lip and clears her throat, and adds:

"And uhm... Forgive my boldness, but you could actually be the right person to help us. Our crystal is malfunctioning, and we are afraid our island may collapse into the lake any day now. Please, help us fix it. In return, I will reveal the secret of the Dragon soul trapped in you."

She notices your astonished expression and adds:

"Yes, the thing that has been bothering you for so long is the soul of a Dragon. Your aura emanates the Dragon's power. It is possible to get free from it, but such a secret has a price."

You tell her that you must think about it and leave to search for Ida. You find her nearby – she said she was plotting how to get you out.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Glarexus* divider:** Add card **105** a-side up to the Mystling Encyclopedia.
- Add a **Glarexus** Tier card to Random Combats.
- Clear the Arena.
- Continue the Exploration.

G54

If **token A** is in **slot VII**, *you know your next goal – an ancient building to the east where the mysterious mystling dwells.* Go to Script G36.

If you **have** the "**Understanding**" part **3** status, *your findings are enough for you to move on. You look for another place from another vision. But this time, you are sure you will find what you want.* Go to Script G36.

Otherwise, *the floating islands are disturbingly unstable and it is time to flee.* Go to Script G48.

G55

As you examine the substance, you conclude that it must be crystallized elemental energy. You have heard about similar cases – when a powerful mystling spends a lot of time in a single place – but the one you face is unique. The substance is made of five elements at the same time instead of one or two.

Your mystlings are cautious around the residue, and sniff it from afar. You decide to touch the substance —

You feel overwhelming sadness and loneliness. The emotions come from afar, from the creature that created this unique blend. The being hiding inside you feels it, too, and forces you to focus. Then, another vision appears, and another place materializes before your eyes. It is a temple by a river, surrounded by marshes, located somewhere to the east. Then the vision moves backward, giving you a wider perspective, and as you see the place from afar, you think you can place it on the map.

The vision dissipates, and the emotions disappear. This place... You must reach it. You know you must reach it if you want to save your sanity.

- Gain the "**Understanding**" part **3** status.

Choose one:

- **Leave the islands** – *You know your next step. It's no use staying here any longer.* Go to Script G36.
- **Stay on the islands** – *Maybe you can find out more secrets?* Continue the Exploration.

G56

A vision appears.

You see your three siblings beside you. You feel their flame and brightness. Their smell of rain and soil. They force the tiny, winged figures into the wounds in reality. You don't like it. You don't like it at all.

The bright sibling is dead. The blazing one carries its soul to the eclectic mystling, their mother. The mother gingerly places the soul inside an egg.

You cry when the mother is guided into the darkness of a dead temple.

- Gain the "**Understanding**" part **10** status.
- Go to Script G52.

G57

You are standing on a rickety bridge. The crystal is levitating in the air right in front of you. The mystlings stay back, seemingly unable to come any closer. The Dragon soul in you is weirdly quiet as if intimidated or even awed. You can almost feel the great power of the crystal.

Choose one:

- **Force your mystlings to approach and channel the crystal energy together** – ⌛. Gain 2 and 4 . Gain 1 Essence. Then, continue the Exploration.
- **Try repairing the crystal** (requires at least **3 parts** of the "**Secrets of the Crystal**" status) – go to Script G43.
- **Try destroying the crystal** (requires the "**Secrets of the Crystal**" part **5** status and at least **4** other **parts** of this status) – *Why would you do this? You will declare war on Dragon Guardians!* Go to Script G38.
- **Inspect your artifact** (requires **Secret 08**) – *The figurines gleam menacingly, yet you have a feeling you may use them to fix the crystal.* Go to Script G67.
- **Leave** – continue the Exploration.

G58

You open another book. And another. There are many fascinating ones, but you don't have time for them now. You need specifics that will help you do something with the portals, with the fae, or the things that trouble your mind.

Then, you open a book titled "Divine Artios and the Eternality of Dragon Guardians."

It describes Dragons' souls as immortal concepts that can be reborn. But to enter a new phase of existence, the souls need Artios, a one-of-a-kind mystling able to transfer a soul of a deceased Dragon into an egg or even another creature. Artios is kept inside an ancient structure somewhere in the marshes to the east. You copy the map. This could be a possible solution to your problem.

- If **slot VII** is **empty**, place **token A** in **slot VII**.

Choose one:

- **Leave the islands** – *You know your next step. It's no use staying here any longer.* Go to Script G36.
- **Stay on the islands** – *Maybe you can find out more secrets?* Continue the Exploration.

G59

You feel safe. You feel warmth. Soon, the emotions are accompanied by a vision of Dragons lounging around the floating islands, tended by human monks. The air there is crisp and tasty. This is the place to rest in your never-ending duty of keeping the balance of the world.

But then, the crystal hovering in the middle of the levitating archipelago begins to dim and crumble. All the nice feelings turn gray, soon replaced by sadness and anxiety.

- Gain the "**Secrets of the Crystal**" part **6** status.
- Go to Script G52.

G60

The defeat against Glarexus has severe consequences. You are apprehended and locked in a cell, and your mystlings are chased away.

Time passes slowly, yet after a few hours of bitter meditation the elderly woman comes to visit. She is accompanied by a few armed monks and... your mystlings. You expect the worst, but she says:

"You are free to go."

Seeing your confusion, she adds:

"My mission was to stop the arrival radiating the Dragon essence," she announces. "And that I did. After our fight, I set your mystlings free, but despite that, they returned and tried to get to you. Many times. You have a strong bond with your creatures, stranger. I admire it. And I don't think the Dragons would want me to stop someone who takes such good care of their mystlings. I apologize for my hostile attitude. Should you want to, I am ready to answer your questions."

She bites her lip, and clears her throat, and adds:

"You could actually be the right person to help us. Our crystal is malfunctioning, and we are afraid our island may collapse into the lake any day now. Please, help us fix it. In return, I will reveal the secret of the Dragon soul trapped in you."

She notices your astonished expression and adds:

"Yes, the thing that has been bothering you for so long is the soul of a Dragon. Your aura emanates the Dragon's power. It is possible to get free from it, but such a secret has a price."

You tell her that you must think about it and leave to search for Ida. You find her nearby – she said she was plotting how to get you out.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Glarexus* divider:** Add card **105** a-side up to the Mystling Encyclopedia.
- Add a **Glarexus** Tier card to Random Combats.
- Clear the Arena.
- ⌛.
- Continue the Exploration.

G61

You reach your camp set in a forest an hour's hike from the islands. You sit there with your mystlings, thinking about everything you've learned so far. About the Eclipse that started it all. About the portals. About the fae and Dragons. About the alien energy inside your mind.

You think you are close to solving this convoluted puzzle. You will follow the strand that leads you toward the swamp and the mystical creature. And there, you will get your answers.

- End the Exploration.
- Discard **Secret 01** and **Secret 03**.
- Add a **Glarexus** Tier card to Random Combats if it's not Tamed or it's not there already.
- Add a **Eldrithia** Tier card to Random Combats if it's not Tamed or it's not there already.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 07** to Explored.
- If **Worldmap card 09** is still available, gain **Worldmap card 09**, Unexplored side up – *The eastern swamp hides answers to your many questions.*
- Slot cards as in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

G62

When you reach the ground and rest for a moment on the shore, a scared mystling stumbles from the lowest island toward you. It probably takes you for a threat and attacks you without hesitation.

- Set up a Random Combat, adding a **Glarexus** to the pool of Enemies to choose from.
- Add 1 Corruption card to this Combat.
- Close the Adventure Journal and start the Combat.

G63

The floating building is sealed – but it can be easily opened from the outside. You open it carefully, prepared to face whatever hides inside.

Something immediately attacks you – your mystling is ready to deflect the assault. You barely recognize the attacker as you have never seen such a creature with your own eyes. According to the monk, its name is Eldrithia, and you once glimpsed a blurred image of one in a book dedicated to lesser-known mystlings, but the reality is much worse than the work of the artist. All you see is an undulating head and twirling tentacles, and you sense the fear and despair of the mystling. This creature cannot be tamed. Not in its panicked state.

- Gain 2 – *You knew about the enemy and came here prepared.*
- If you **have** the "**Understanding**" part **7** status, *your knowledge about behavior of dark and light elements, allows you to order your mystling efficiently;* gain 2 .
- Setup Combat:
  - **Arena:** card **9**, map **1**.
  - **Enemy Eldrithia:** cards **46** and **47**.
  - **Major Corruption: C**.

Note: You won't be able to Tame that Enemy.

- Close the Adventure Journal and start the Combat.

G64

"So, it's over," the monk replies. "You cannot help us. And we won't help you. The knowledge you seek is secret, and we won't share it with you since you are not dedicated to our cause."

You try to convince her that you need her help and that you won't manage without her knowledge, but she is adamant. Nevertheless, she won't deny you access to the monastery.

- Go to Script G13.

G65

You reach your camp set in a forest an hour's run from the trembling islands. You sit there with your mystlings, shaking and thinking about everything you've experienced. You think about your dark deed. The Dragons will learn about this and will take you as an enemy. But at the same time, they will be much weaker, making it easier to help the fae. Because they are your only option now. Without them, you won't be able to close the portals.

But there is still one more pressing matter...

If both **slot II** and **slot V** are **empty** and you **don't have** any part of the "**Local Threat**" status, *...but you have no idea what to do next. You must follow the lead left by the fae;* go to Script G66.

Otherwise, *you have a lead that points toward the eastern swamp;* read on:

- End the Exploration.
- Discard **Secret 01** and **Secret 03**.
- Add a **Glarexus** Tier card to Random Combats if it's not Tamed or it's not there already.
- Add a **Eldrithia** Tier card to Random Combats if it's not Tamed or it's not there already.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 07** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

G66

You hope you will learn something from the mysterious folks.

- End the Exploration.
- Discard **Secret 01** and **Secret 03**.
- Add a **Glarexus** Tier card to Random Combats if it's not Tamed or it's not there already.
- Add a **Eldrithia** Tier card to Random Combats if it's not Tamed or it's not there already.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 07** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

G67

If you **have** the "**Interference**" part **2** status, *the crystal is already functioning properly and you won't tinker with it anymore;* continue the Exploration.

Otherwise, read on:

You take out the figurines that emit an ominous, green aura contrasting with the red shine of the giant crystal. You feel the magnetism between them. You want to check what would happen if you pressed the artifact against the crystal. But, at the same time, you fear it.

Choose one:

- **Abandon this idea** – *You won't risk it.* Go to Script G57.
- **Place the figurines on the crystal** – go to Script G68.

G68

You place the artifact on the glossy surface of the crystal – a brilliant flash blinds you for a moment. The figurines crack and shatter, releasing a formidable burst of elements: dark and earth. The crystal absorbs the darkness but repels the earth. The powerful force pushes you and your mystlings back. You cling to the bridge, trying not to fall to your peril. Then, the direction changes, and the crystal starts sucking the energy in the vicinity, absorbing all the essence you've gathered on your journey, leaving you empty.

You are completely exhausted. Your companions, too. But something has changed. The crystal is brighter and seems sturdier.

- Gain all the remaining Fatigue.
- Discard all Essence.
- Discard **Secret 08**.
- Gain the "**Interference**" part **2** status.
- Continue the Exploration.

G200

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.

Tame: Take the cards listed on the Tier card and place them behind the *Party* divider. Add the Mystling Encyclopedia cards listed on the Tier card to the Mystling Encyclopedia. Return your Enemy Tier card to the Tier cards deck. Place your Enemy Ability card behind the *Removed* divider.

Win: Gain 2 Essence. Gain 1 Silver.

Lose: Gain 1 Essence. Gain 1 Fatigue.

Then, if **slot II** is **empty**, go to Script G61. Otherwise, continue the Exploration.

Mirage

H0 Introduction

The map you found in the mountains sets a course toward the eastern desert. The symbols on the map assure you that you are going to see bodies of water there, but as you travel on, you see nothing but sand. Not that it surprises you. You've heard that the world changed rapidly during the first Eclipse, making maps from before much less accurate.

Another problem occupies you much more. What are the fae looking for? They have already visited one cluster of ruins, and now they are heading for another one. For some reason, they appeared in the vicinity of Caerberg, and somehow they overpowered the Dragon Guardian. You still have no idea what they are up to, and you must get to the bottom of it.

Hints

Combat: Powerful and Enemies.

Other: An Mystling will be useful. can come in handy. When choosing Mystlings, pay attention to your Quest cards.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – read on:

– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.

If you **have** the "**Eager Tamer**" part **3** status, go to Script H3.

Otherwise, go to Script H12.

H1

The place must have been protected by the illusion of the Luminesca, although you are not fully aware of how exactly the mystling did it. Could it have transformed the light into a solid material?

Strange.

Anyway, you stand idly and watch masses of sand relentlessly flow through the door under the surface of the desert. Whatever is hidden at the bottom of the tower will disappear in seconds, but you can still make the effort to slow down the process.

Choose one:

- **Try to stop the downfall of sand** – go to Script H8.
- **Leave** – continue the Exploration.

H2

– Perform the Test.

At the end of the Test: For each pair of , each Mystling gains 2.

At the end of the Test: For each or , you may ignore up to 2.

7 or less	*The descent is steep and risky, so you turn back when it becomes too dangerous.*	Gain 1. Go to Script H79.
8	*You decide to slide down to the bottom of the crevice. You succeed, but not without a couple of bruises and scratches.*	Each Mystling gains 1. Go to Script H9.
9	*Going down almost turns out easy.*	Go to Script H9.
10 or more	*The descent results in some painful injuries which make you come back.*	Each Mystling gains 2. Go to Script H79.

H3

Traveling with Alvin has been quite a challenge.

You are not a born teacher, and even a passionate one would eventually give up trying to overcome Alvin's recklessness and stubbornness. Despite the boy's obstinate efforts to have his own way at every step, you have taught him a thing or two. Or so you hope.

– Go to Script H12.

H4

If you **have** the "**Local Threat**" part **1** or **2**, *you have already visited the cave, and there is no point trying to get there again;* continue the Exploration.

If **token A** is in **slot I**, *you follow the wooden wand and safely traverse the quicksand;* go to Script H14.

If you **have** an **Mystling**, *it leads you safely through the perilous area;* go to Script H14.

Otherwise, read on:

You head toward the cave when your leg gets stuck in the quicksand.

- Perform the Test.

If you have an Mystling: you may ignore the effect below.
Each adds 1 to the Test.

8 or less	*You manage to pull the foot out of the quicksand and turn back.*	Gain 1 Fatigue. Continue the Exploration.
9	*You manage to turn back, but the situation left your mystlings hurt.*	Each Mystling gains 3. Go to Script H14.
10	*It takes a long time to traverse the quicksand, but finally, you get to the other side.*	Each Mystling gains 1. Go to Script H14.
11 or more	*You get stuck, and if it weren't for your mystlings' aid, you would be in serious trouble.*	Gain 1 Fatigue and 2 or spend . Continue the Exploration.

H5

The Renewed Firple glances at you with disappointment and spits contemptuously. Then it turns away and leaves.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their .
- Gain 1 Fatigue.
- ***Renewed Firple* divider:** Add card **81** a-side up to the Mystling Encyclopedia.
- Add a **Renewed Firple** Tier card to Random Combats.
- Clear the Arena.
- Gain **Secret 17**.
- Continue the Exploration.

H6

The small settlement close to the oasis teems with activity. You see groups of arrivals from all parts of the world, some of whom are busy loading their carts with sacks of salt which is probably the main product there. You also notice a stand with a variety of goods. Everyone seems absorbed with work, and no one pays any attention to you – except the guard who eyes you warily. No surprise – you travel with two mystlings, after all.

Choose one:

- **Talk to the merchants** – go to Script H10.
- **Go to the watering place** – go to Script H23.
- **Approach the guard** – . Go to Script H73.
- **Buy some Equipment from the stand** (spend 3 Silver) – draw 3 Equipment, gain 1 of them, and discard the rest. Continue the Exploration.
- **Buy some Items** (spend 1 Silver) – draw 3 Items, gain 1 of them, and discard the rest. Continue the Exploration.
- **Leave** – continue the Exploration.

H7

Judging by the footprints, fae have been here and not long ago. The books attracted their attention, obviously. Some of them are scattered on the floor which makes you frown. Most of them look ancient, and they may have crumbled to dust this way.

Choose one:

- **Analyze the books** – . Go to Script H40.
- **Search the place** (only if there is **no token B** in **slot I**) – . Go to Script H68.
- **Leave** – continue the Exploration.

H8

You attempt to stop the flow of sand, but the indifferent masses relentlessly push you toward the edge. The fall is becoming more and more probable.

– Perform the Test.

When you draw a card with at least 1 : Gain 3 or immediately draw the next card.
, once per Test: You may add the value of one of your Items to the Test (ignoring). If you do, discard it.
Mystling, once per test: You may add or subtract 1.

8 or less	*The sand has overwhelmed you. The attempt to save the access to the crack failed. You have only lost time.*	. Continue the Exploration.
9	*It costs you a lot of effort, but you manage to stop the flow of sand. Now you may be able to access the secrets at the bottom of the tower.*	Gain 1 Fatigue. Place **token A** in **slot II**. Continue the Exploration.
10	*You manage to stop the flow of sand. You may be able to access the secrets at the bottom of the tower.*	Place **token A** in **slot II**. Continue the Exploration.
11 or more	*The press of sand causes you to fall. You tumble down and roll toward the edge.*	You may spend to continue the Exploration. Otherwise, go to Script H82.

H9

You plunge deeper and deeper into the underground maze. The water in shallow pools has a salty taste, and so does the air. You come across human footsteps leading into one of the corridors. Besides, you spot tiny crystals glinting on the sides of the tunnels. Don't they resemble the crystals you saw in the ruins close to Caerberg?

Choose one:

- **Collect the crystals** (only if **slot II** is **empty**) – . Gain 3 Silver. Place **token B** in **slot II**. Then, choose again.
- **Follow the footsteps** – go to Script H52.
- **Leave the crack** – continue the Exploration.

H10

The merchant looks engrossed by his business. It seems that you will not learn anything from him if you first don't give him a chance to earn a bit.

You may spend 3 Items or 1 Equipment. If you do, go to Script H16.

Otherwise, continue the Exploration.

H11

If you **have** the "**Lost Engineer**" part **2** status, *the guard stops you as you approach the tent and explains that you cannot come inside. Andrai's condition is critical, and Naran is taking good care of him;* continue the Exploration.

Otherwise, read on:

You head toward the grandest tent, obviously belonging to the lord of the land, when you remember your mystlings. What will the locals think about your companions? You know little of their customs and mentality, and besides, there aren't many mystlings around. What if they don't trust them? What if they fear them? Or even hate them?

Choose one:

- **Leave the mystlings a few steps away from the tent** – go to Script H80.
- **Take the mystlings with you into the tent** – go to Script H81.
- **Leave** – continue the Exploration.

H12

A wind-swept desert land stretches before you, dotted with jagged rocks of incredible shapes. Far away, there is an oasis with some machines, but you see no trace of the tower you learned about. You find it strange as such landmarks should dominate the landscape. Still, the area looks interesting, and it is worth taking a look around.

But carefully, though. Such desert areas are often full of quicksand.

– Open **Map 16**.
– Place **Secret 06** face down in the Event slot. Set the to 4.
– Begin the Exploration.

H13

You agree to do what Naran asks you to do, and the man, visibly relieved, shares more info with you.

"The scouts have come across some tracks by a cave in the west," he says. "I would start there if I were you, but you'd better look out for quicksand."

- Gain the "**Salt Magnate**" part **2** status.
- Go to Script H80.

H14

The dark gap of the cave entrance looms in front of you, but you hesitate before you plunge in. You stand there and breathe in the cave air. You have detected a distinct mystling odor, a clear sign that the cave is inhabited, but what truly astonishes you is the salty smell of the sea breeze blended with it. In a cave? What actually lives there?

Choose one:

- **Enter the cave** – ⧖. Go to Script H24.
- **Leave** – continue the Exploration.

H15

"There is a bedtime story about a greedy merchant," Naran begins. "The man resided in a resplendent tower and gathered all his riches there, but one day, the treasury became too heavy, and the tower just sank into the sand. A spire on the top was all that was left of it. It is only a bedtime story, though, to teach children that greed takes you nowhere. Was that greed, though? Or was that man just a successful businessman? There is nothing wrong with getting rich as far as I am concerned."

- Go to Script H80.

H16

The merchant accepts your offer with a nod and unties the money sack to pay you. You can't shake the feeling that you're selling your stuff too cheaply, but there is no other way to attract his attention. Now that the merchant is focused on you, you ask for one more minute of his time.

"But let it be no more than a minute," the merchant says. "We're loading the cart. What do you want?"

- Gain 1 Silver.

Choose one:

- **Ask about the owner of this place** – go to Script H27.
- **Ask about the tower you are seeking** – go to Script H20.
- **Ask about the dangers in the area** – go to Script H19.
- **Ask if he has seen any fae in the area** – go to Script H45.

H17

You approach the pump and take a minute to admire its clever design. It consists of a sizable windmill and a coiled hose. The windmill powers the water flow and makes the hose spit out a jet of water. You have seen similar contraptions, but none of them of this size. Whoever built it must have had incredible knowledge and experience.

There is a steel plate with an instruction manual embedded in the wood, partly damaged during desperate attempts to tear it away. The vandal must have given up, though, and focused on destroying the text itself. Some lines are unreadable, and others are missing together with the name of the maker.

- Go to Script H79.

H18

"You want to know how I did all this?" Naran waves his hand around. "It all began with a single idea, developed throughout years of tough work. I came here years ago and found a deep well. The water inside was disappointingly salty and unhealthy to drink, but as it vaporized in the sun, it left lumps of sought-after salt. I started selling it, and with every passing year, more and more merchants arrived here to purchase sacks of salt. And why am I always ready to sell them as much as they want? All thanks to the highly efficient pump I created myself.

Choose one:

- **Ask him what the origins of the salt deposits are** – go to Script H22.
- **Ask if he can show you the machinery** – go to Script H26.
- **Leave** – continue the Exploration.

H19

"The quicksand is the real curse of this land," the merchant admits. "I have been traveling here for years on end, and I should be able to detect and avoid it, but no. Since the Eclipse, nature has become unpredictable, and patches of quicksand move, disappear, and treacherously reappear in different places. Anytime one of us leaves the oasis, we always use wooden wands to sense the tremors in the ground and give the quicksand a wide berth."

The merchant eyes you, and you can see that he is trying to overcome his initial reluctance. All of a sudden, he produces a wooden wand and gives it to you.

"This little gadget helps us locate the quicksand. Keep it and get out of my face before I change my mind."

– Place **token A** in **slot I** – *The wand makes it safer to walk on the sand.*

If you **have** the "**Eager Tamer**" part **3** status and **slot V** is **empty**, go to Script H83.

Otherwise, continue the Exploration.

H20

The merchant thinks for a while, and then he remembers a legend about a tower.

"It is said to have stood somewhere here," he says. "And waterfalls would flow out of it. Must have been quite a view, eh? Unfortunately, the legend has it that a Dragon Guardian shielded it with an illusion. Quite a convenient legend, I must admit, because I have never seen any ruins nearby."

If you **have** the "**Eager Tamer**" part **3** status and **slot V** is **empty**, go to Script H83.

Otherwise, continue the Exploration.

H21

"I am glad you have asked." Naran leans toward you, his face tense. "I have been facing trouble here. A wrecker is harrying the area, and a few nights ago, it tried to damage the pump. The pump! It was one of those creatures you call mystlings, no doubt. The guard chased it away, but what if another one slips through the cracks and destroys the machinery? Besides-"

He lowers his voice and looks around before he continues:

"Besides, the people in the camp are incredibly superstitious. They believe that the Eclipse summoned some demons or something. I am not like them! I am a rational, down-to-earth person, and I don't believe in demons, but the Eclipse may indeed have woken up some dormant wreckers. Who knows what it is? Since it could sneak through the camp, I would bet it is a small thing, but with all those caves around, I wouldn't know where to look for the pest."

He swallows and asks:

"Will you do that? Will you chase the pest away? I can pay you handsomely."

Choose one:

- **Accept his offer** – *You are a tamer for a reason and helping people in need is your call, especially when they deal with mystlings.* Go to Script H13.
- **Reject his offer** – *It is not your objective.* Go to Script H30.

H22

Naran shrugs, but continues in a lower voice:

"Believe it or not, people say that the sand we're treading on used to be water. Quite a story, huh? It was water, they say, but Dragons turned it into sand for some reason. Nobody knows why. I would say it is another bedtime story for kids, but then again–"

He puts his hand into a pocket and fishes out a fossilized shell.

"Look. We find more and more of these, and they do look like seashells. I have no idea what to think about it. Perhaps it was indeed the sea? Well, I don't let it occupy me for too long. Such things don't matter in business, do they?"

Choose one:

- **Ask if he can show you the machinery** – go to Script H26.
- **Leave** – go to Script H80.

H23

Your mystlings eagerly push forward to the watering hole, itching to take a bath or at least drink their fill. Abruptly, a guard appears in their way.

"You must pay water tax," he says. "Naran's law."

Choose one:

- **Pay the tax** (spend 2 Silver) – gain 4 or Heal 10. If you **have** the **Young Bolb Quest card** available and you **have** the **Young Bolb** with you, go to Script Z27 at the end of this Adventure Journal. Otherwise, choose again.
- **Push the guard away and head for the watering place** – go to Script H29.
- **Leave** – go to Script H6.

H24

You enter the cave and are immediately engulfed by impenetrable darkness. There, you pick up the sound of movement. You look in that direction, straining your eyes to penetrate the gloom, when unexpectedly, bright light floods the inside of the cave. You instinctively fall back and blink fast to help your eyes adjust, and finally you see a Luminesca in front of you. The mystling is large and visibly furious that someone has violated its territory.

– Setup Combat:

- **Arena:** card **21**, map **1**.
- **Enemy Luminesca:** cards **124**, **125**, and **126**.
- **Major Corruption: F.**
- **Modifiers:**
  - If you **have** the "**Local Threat**" part **3** status, *you expected the lizard to be the threat that allowed you to get ready and see through its first action;* after shuffling the Enemy deck you may place the top Enemy Attack card to the bottom.
  - If you **have** the "**Local Threat**" part **4** status, *you know that it is most likely a creature of light, so you prepare a candle to lure it away before it attacks you;* you may decide to place the Enemy standee in any empty space instead of space **I**.

– Close the Adventure Journal and start the Combat.

H24

H25

If **token A** is in **slot III**, *the guards let you through as soon as you show them the permit from Naran;* go to Script H79.

Otherwise, *as you approach the machines, the guards come up to stop you. They explain that everyone needs Naran's permit to come close to the machinery. A few silver coins are the equivalent of Naran's permit,*
one of them adds conspiratorially; continue the Exploration OR spend 3 Silver to go to Script H79.

H26

Naran narrows his eyes, but after a short hesitation, he shrugs and explains:

"I don't want anyone to see my machines, and guard them day and night. There are a lot of jealous, mean merchants around who know very well how essential the machinery is for me and my business. You, however, seem decent, and I don't think you have it in you to start trading in salt. Here is the permit. Go and take a look at the machines. The guards will let you through."

– If **slot III** is **empty**, place **token A** in **slot III** – *you have the permit to see the machines.*

Choose one:

- **Ask where the salt deposits are from** – go to Script H22.
- **Leave** – go to Script H80.

H27

"I have been coming here for years," the merchant says. "And I know a thing or two about the area. The local trade lord is one Naran who discovered the local salt deposit and developed his business in the oasis. A smart fellow, but a bit too greedy even for my taste. Besides, his reputation is not entirely clean, either. People say that to start his business here, he first had to get rid of flocks of Aerinns. Nobody knows how he did it, but if you ask me, Naran must have used some nasty trick. A year or so ago, he had an engineer to cooperate with, a man called Andrai, but he left recently. Or so the rumor says."

The merchant looks at you and adds:

"All right, so here are three tips. First of all, Naran loves talking about his business, so you will make him happy when you appear interested. Second of all, he doesn't like mystlings so don't take them with you as you go into Naran's tent. Third and most annoying of all, you must pay for using the watering place. Naran's new idea. You've been warned."

If you **have** the "**Eager Tamer**" part **3** status and **slot V** is **empty**, go to Script H83.

Otherwise, continue the Exploration.

H28

The aura dims, and the colors lose their saturation. Instead, they seem to wrap around you and embrace you as the Luminesca slowly walks forward, staring at you with curiosity. You reach out and touch the side of its head. The creature tilts it and chirps as if to show that it is eager to bond.

– Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
– ***Luminesca* divider:** Add card **127** a-side up to the Mystling Encyclopedia.
– Add card **126** b-side up (from your play area) to the Mystling Encyclopedia.
– Place cards **124** and **128** with all Luminesca Action cards (6) behind the *Party* divider.
– Place card **125** behind the *Removed* divider.
– Clear the Arena.
– Gain the "**Local threat**" part **1** status – *the Luminesca leaves the cave.*
– Go to Script H33.

H29

The guard seems surprised that you have ignored him. He catches up with you.

"Stop!" he snarls and grabs you by the shoulder. You yank it free, ready to fight, but as more and more people look in your direction, you let it go and focus on containing the mystlings, bristled and eager to maul the man. The guard watches you as you leave.

– Each Mystling gains 1💥.
– Gain 1🔥.
– Continue the Exploration.

H30

You decide to reject Naran's idea. He looks displeased but finally nods as you explain that such investigations are not your primary objective. Nevertheless, he doesn't even try to hide the sinister flash in his eyes.

– Gain the "**Salt Magnate**" part **1** status.
– Go to Script H80.

H31

The crevice seems very deep, and the air in it is wet and salty which reminds you of the sea breeze. You also notice a number of pipes going down, gurgling with water, and steep stairs on the side of the crevice, presumably used to inspect or repair the pipes. You could go down, although you wish you had some appropriate climbing gear.

Choose one:

- **Go down** – go to Script H2.
- **Leave the crevice** – go to Script H79.

H32

You approach an ancient, rickety bookcase, its shelves bending with the weight of old scrolls and parchments.

Choose one:

- **Examine the scrolls** – ⌛. Go to Script H39.
- **Leave** – continue the Exploration.

H33

As the Luminesca leaves the cave, the colors and shadows begin to shift. You stare at it in confusion to discover after a while that the mystling hid its lair behind an illusion which is now dispersing. You feel an urge to approach and figure out what the illusion has revealed.

- Gain **Secret 46**.

If you **have any part** of the "**Lost Engineer**" status, continue the Exploration.

Otherwise, read on:

Once the illusion is gone, you hear someone cry for help from the depths of the cave. For a minute, you are certain that it is a part of the spell – a trap, possibly? – but there are genuine emotions in the cry. It may be for real. What if someone is in serious trouble?

Choose one:

- **Delve deeper into the cave** – go to Script H36.
- **Leave** – Continue the Exploration.

H34

There are distinct claw marks on the pump. As you bend to inspect them, you realize that they are lizard-like claws, big ones which means that the mystling was an adult.

- Gain the "**Local Threat**" part **3** status.
- Go to Script H79.

H35

The Luminesca, battered and weakened, dodges a few more blows, but her light is dimming and turning gray. The longer you watch, the more convinced you are that the mystling doesn't want to continue the fight. You have won.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Luminesca* divider:** Add card **127** a-side up to the Mystling Encyclopedia.
- Add **Luminesca** Tier card to Random Combats.
- Clear the Arena.

Choose one:

- **Chase the Luminesca away for good** – *The Luminesca leaves the cave.* Gain the "**Local Threat**" part **1** status. Go to Script H33.
- **Let the Luminesca retreat** – *It may come back some time later.* Gain the "**Local Threat**" part **2** status. Gain 1 Essence. Go to Script H33.

H36

The darkness in the cave is almost impenetrable, but as you run your hand against the wall, you feel the grooves of engravings. It is too dark to see what they present, but as your sense of hearing is heightened, you pick up some indistinct sounds from the depths. You call out, but an echo is the only answer.

Choose one:

- **Climb down the crack** – if you **have** , go to Script H52. Otherwise, ⌛ and go to Script H52.
- **Analyze the engravings** – if you **have** or a Mystling, go to Script H50. Otherwise, ⌛ and go to Script H50.
- **Leave** – continue the Exploration.

H37

In a flash of fury, the Luminesca hurls you against the wall and attacks you with an eruption of bright colors. Although partly blinded, you glimpse it leave the cave, but you know you haven't chased it away for good. The Luminesca will come back.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Luminesca* divider:** Add card **127** a-side up to the Mystling Encyclopedia.
- Add a **Luminesca** Tier card to Random Combats.
- Clear the Arena.
- Gain the "**Local threat**" part **2** status – *The Luminesca is about to return soon. The mystling will still threaten all wishing to enter the cave.*
- Go to Script H33.

H38

If you **have** the "**Eluding Tower**" status, go to Script H91.

Otherwise, read on:

The drop-shaped window is big enough to let you crawl inside. You open it and begin squeezing your body through the gap, but suddenly the pane bursts into shards, and your gear gets rusty and falls apart. What has just happened?!

- Discard 1 Equipment and 2 Items.
- End the Exploration.
- Open **Map 17**.
- Place **Secret 11** face down in the Event slot. Set ⏳ to 3.
- Lock Scripts H7, H41, H71, H60, and H63.
- Go to Script H62.

H39

If you **have** the "**Tower Secret**" part **1** status, *you have already studied the scrolls, and you will not learn anything new here;* continue the Exploration.

If you **have** the "**Light in the Shadow**" part **4** status, go to Script H44.

Otherwise, read on:

You recognize the symbols. You have seen similar ones in the ruins near Caerberg, and Skuld also used them. You are none the wiser, though, as you still don't understand the alphabet – the books are useless to you. Fortunately, the fae left a lot of drawings, most of which depict an island with a single tower surrounded by the stormy sea. This is the only lead you get.

- Gain the "**Tower Secret**" part **1** status.
- Continue the Exploration.

H40

If you **have** the "**Tower Secret**" part **3** status, *there is nothing interesting to find here;* continue the Exploration.

If you **have** the "**Light in the Shadow**" part **4** status, go to Script H48.

Otherwise, read on:

You don't know the fae alphabet, but luckily there are a lot of drawings. With awe, you admire the Dragon Guardian of the Water flying past the tower. You see small Firples, trained by fae with resplendent wings. Finally, you stumble upon a picture of the bottom part of a tower. The room is flooded, and the altar in the middle of it is overgrown with coral.

- Gain the "**Tower Secret**" part **3** status.
- Continue the Exploration.

H41

The only way to get down is to slide down the column. Luckily, the column is overgrown with fossilized barnacles which offer ample footholds and make the descent easier.

Choose one:

- **Try to climb down** – go to Script H56.
- **Leave** – continue the Exploration.

H42

You see the remains of ancient stairs here but decide not to trust them. A safer (yet not very safe) way down will be sliding down the pillar, where you can find some footholds here and there.

Choose one:

- **Try to climb down** – go to Script H46.
- **Leave** – continue the Exploration.

H43

Andrai hears you out and nods reluctantly.

"All right," he agrees. "I will not return to the oasis. Since someone decided to get rid of me, I'd better first head home. I will need backup before I come back to the oasis."

You want him to explain what he means, but grim silence is the only answer. You shrug, share supplies with him, and show him the way out.

- Gain the "**Lost Engineer**" part **1** status.
- Go to Script H9.

H44

Skuld analyzes the scripts in silence.

"It is clear," she says after a while. "See this picture of the tower on the island? Most of the writing is damaged and illegible, but from what I can gather, my people used to study the element of water here. Can you imagine a better place?"

You are not sure if she's kidding or dead serious.

- Gain the "**Tower Secret**" parts **1** and **2** status.
- Continue the Exploration.

H45

"A fey? The fae?" the merchant wonders. "No, I have never met a mystling or an animal by that name. But... Oh, wait. You will find this interesting. I did see a peculiar creature of the dark as it was running in the desert."

You ask hesitantly if it wasn't a mirage. The merchant bursts out laughing and explains to you what a mirage actually is.

- Place **token A** in front of you – *you know how to recognize a mirage.*

If you **have** the "**Eager Tamer**" part **3** status and **slot V** is **empty**, go to Script H83.

Otherwise, continue the Exploration.

H46

You decide to slide down the pillar.

- Perform the Test.

At the end of the Test: If you **have** at least 2 , each Mystling gains 2 .

At the end of the Test: If you **have** the "**Light in the Shadow**" part **4** status, add 1 – *limping Skuld is dragging you down.*

Spend : Look at the top 5 cards of the Item deck and place them back in any order.

5 or less	*The descent takes some time and leaves you exhausted.*	Gain 1 Fatigue. . Go to Script H65.
6	*It takes you a while, but you manage to go down.*	. Go to Script H65.
7	*You manage to slide down without any problems.*	Go to Script H65.
8 or more	*Your hand loses its grip as you're going down.*	You may spend to continue the Exploration. Otherwise, go to Script H54.

H47

You shove the sand away to disclose strange words and an intriguing drawing. It presents a mystling a bit similar to a Firple, but larger and more intimidating, and a winged figure walking toward it, their hands raised.

- If you **don't have** a in front of you, place a in front of you – *if you ever meet such a creature, you may try raising your hands.*
- Continue the Exploration.

H48

You look at each drawing and see a Dragon Guardian of the Water flying past the tower, then small Firples, trained by fae with resplendent wings, and finally, the flooded bottom part of a tower with a coral-covered altar in the middle.

In the meantime, Skuld goes through the damaged writing.

"Interesting," she says. "My people discovered that the Guardians found it hard to focus in areas charged with powers similar to theirs. Also, did you know that Firples were trained here? Those that were able to overcome their mean nature transformed into different, stronger creatures.

- Gain the "**Tower Secret**" part **3** and **4** status.
- Continue the Exploration.

H49

If **token A** is in front of you, go to Script H84.

Otherwise, read on:

You thought you saw a gate, but as you come closer, the shapes blur and blend with the background. All you see is solid rock again. So it was just an illusion? Coming here was just a waste of time, it seems. Your mystlings poke around a bit, and when you call them back, they return strangely invigorated.

- ⌛.
- Gain 1 🔥.
- Continue the Exploration.

H50

You begin to understand the message of the drawing on the cave wall. It shows an island flooded with stormy ocean waves and a tower soaring in the middle of it. There is a drop-shaped window at the top of the tower, drawn with great meticulousness in gold. It seems that the window had an important meaning for the builders, but it also has an ominous aura.

- Go to Script H36.

H51

If you **have** the "**Salt Magnate**" part **3** status, *"Thank you," Naran says, "for getting rid of the lousy vermin. But stop pestering me! You've already received your reward;"* continue the Exploration.

Otherwise, read on:

"My people saw that thing," Naran says. "What do you call it? A Luminesca? Well, they say it flew away, so your story checks out. Good job. I am not sure, though, if such a huge mystling could sneak up on my machinery unnoticed. Are you sure you were after the right wrecker?"

You explain patiently that every Luminesca can warp rays of the sun and moon to create illusions and escape everyone's attention. It may have hated Naran's machines because of the noise they make.

- Gain the "**Salt Magnate**" part **3** status.
- Gain 3 Silver and 1 random Equipment.
- Continue the Exploration.

H52

If you **have any part** of the "**Lost Engineer**" status, *there is nothing interesting here;* go to Script H9.

Otherwise, read on:

When your eyes adjust to the darkness, you spot a person cowering in the corner. You come closer to realize that it is a shabby man in tattered clothes. He eyes you in disbelief and springs up. His eyes fill with tears of happiness.

"I thought I was going to stay here for the rest of my days," he stammers out.

His voice shaky and words jumbled, he tells you his story. His name is Andrai and he is both a local engineer and the co-owner of the salt factory. You might have already met his collaborator, Naran. Alas, as he was repairing a pipe on the lowest level of the machinery, someone took his ladder away. He tried to find another way out, but he got lost in the maze of corridors, and his frightful journey through the dark turned into a deadly horror. The tunnels kept shifting and vanishing, and all the known landmarks had changed.

Choose one:

- **Take him to the oasis** – *Andrai says that Naran will certainly help him.* Go to Script H87.
- **Advise him not to return to the oasis** – *You will show him the way out of the cave.* Go to Script H43.

H53

You quietly leave the crack hoping that Skuld hasn't seen you. You look around the inside of the tower which looks and feels like a temple, and you notice stairs going down. You follow your gut feeling and head there, convinced that whatever you are looking for must be down there. Going down, however, is not going to be easy.

- Gain the "**Light in the Shadow**" part **5** status.
- Begin the Exploration.

H54

You try to reach the lower part of the tower, but your hand slips, and you fall. Miraculously, the sand on the floor softens the fall, but your mystlings are not that happy.

- If you **have an** **Mystling**, *the mystling creates an air pocket to soften your fall;* each Mystling gains 2. Otherwise, each Mystling gains 5.
- Unlock Scripts H71, H60, and H63.
- Lock Scripts H32, H1, H42, H7, and H41.

The tumble was noisy enough to alarm a Renewed Firple, meditating on the dais. The mystling slowly turns to look in your direction and grabs a stick.

- Setup Combat:
  - **Arena:** card **14**, map **5**.
  - **Enemy Renewed Firple:** cards **78**, **79**, and **80**.
  - **Major Corruption: D.**
  - **Modifier:**
    - If a is in front of you, *you raise your arms high up like you saw in the ancient drawing. You're not sure why, but the Renewed Firple seems impressed;* fulfill the third Taming condition *"Soak in water element."* You only need to fulfill the first and the second Taming conditions to Tame the Renewed Firple. Discard the .
- Close the Adventure Journal and start the Combat.

H55

"So, the Luminesca thing was indeed the source of all the trouble," Naran admits. "But I don't think the problem is solved. I talked to my guards and advisors, and all of them said that they saw it perching at a rock nearby, scanning the area with its yellow eyes. It is not gone, then. Well, I am not surprised, to be honest. It was a mighty mystling, after all, and I may have overestimated your skills."

- Continue the Exploration.

H56

You attempt to slide down the pillar to reach the bottom part of the tower.

- Perform the Test.

At the end of the Test: If you **have** at least 2 , each Mystling gains 1.
At the end of the Test: If you **have** the "**Light in the Shadow**" part **4** status, add 1 – *limping Skuld is dragging you down.*
Spend **:** Look at the top 5 cards of the Item deck and place them back in any order.

5 or less	*The descent takes a lot of time, and you are worn out.*	Gain 1 Fatigue. . Go to Script H70.
6	*The descent takes a lot of time, but you safely reach the ground.*	. Go to Script H70.
7	*You reach the bottom without any problems.*	Go to Script H70.
8 or more	*Your hand slips as you are scaling down.*	You may spend to *save yourself* – continue the Exploration. Otherwise, go to Script H61.

H57

The illusion vanishes to reveal the dome of the tower jutting out of the desert. The main body of the tower is seemingly buried in layers of sand. Your previous experiences have taught you not to trust your senses, so you approach the dome and touch it lightly – it is solid. No more illusions, then.

Now, how to get inside? There is a hole in the roof, it seems, and a drop-shaped window. And... Oh, this is interesting. There are tracks leading to the tower.

Choose one:

- **Enter the tower** – this ends the current Exploration. Go to Script H77.
- **Leave** – continue the Exploration.

H58

"It is you!" Skuld says with a smile. "Lucky me! I was beginning to think I would stay here forever."

One last push and the woman joins you. Her smile of relief is something new to you. You have never seen her smile before.

"You're probably wondering what I was doing here," she says. "Well, I entered the place together with a few other fae. Our dark mystlings managed to disperse the illusion, and the party went forward, leaving me to keep an eye out. And I did until I fell into that wretched hole. It seems that my companions left without me."

Questions swirl in your head. You ask one after another, but Skuld only shakes her head.

"I cannot reveal all my secrets to you. The only thing you may know is that we are still looking for ways to evade the Dragon Guardians and bring the rest of our people here. And you? What are you doing here?"

You tell her that you are searching for a way to deal with the odd sensations plaguing you since you met the Dragon.

"The Dragon?" Skuld's smile becomes more sinister. "Since the Dragon is the cause of your trouble, I will gladly help you."

She waves her arm around.

"This place used to be dedicated to the element of water, and its most important section must be on the ground floor, or so my intuition tells me. Going down might be a bit tricky, though, especially since I have hurt my leg."

- Gain the "**Light in the Shadow**" part **4** status.
- Begin the Exploration.

H59

The Renewed Firple rolls back and springs up again, but this time there is a glint of respect in its narrowed eyes. The mystling tenses its muscles and dashes toward the nearest cave, where it disappears without a trace. You may now access the altar where the creature meditated. You are more than happy because the altar may be the key to the mystery of the tower.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Renewed Firple* divider:** Add card **81** a-side up to the Mystling Encyclopedia.
- Add a **Renewed Firple** Tier card to Random Combats.
- Clear the Arena.
- Gain 1 Essence.
- Gain **Secret 17**.
- Continue the Exploration.

H60

If **token A** is in **slot II**, go to Script H64.

Otherwise, read on:

The stairs seem to lead to an alcove, but you don't think you can get there. The steps disappear under masses of sand which makes the way almost impassable.

- Continue the Exploration.

H61

You have tumbled down to the bottom floor of the tower. It wasn't a high fall, but still a hurtful one.

- If you **have** an **Mystling**, *the mystling creates an air pocket to soften your fall;* each Mystling gains 1. Otherwise, each Mystling gains 3.
- Unlock Scripts H71, H60, and H63.
- Lock Scripts H7 and H41.

The tumble was noisy enough to snap the Renewed Firple from meditation.

- Setup Combat:
  - **Arena:** card **14**, map **5**.
  - **Enemy Renewed Firple:** cards **78**, **79**, and **80**.
  - **Major Corruption: D.**
  - **Modifier:**
    - If a is in front of you, *as the Renewed Firple approaches, you start raising your arms high up like you saw in the ancient drawing,* fulfill the third Taming condition *"Soak in water element"*. You only need to fulfill the first and the second Taming conditions to Tame the Renewed Firple. Discard the .
- Close the Adventure Journal and start the Combat.

H62

Once you enter the tower, you notice Skuld. The fey has fallen into a treacherous crack and must have at least twisted her ankle because she has a hard time standing up. So far, she hasn't seen you. Her Shadeclaw is not around, or so it seems.

Skuld is a capable woman, and she will surely get out of this mess one way or another, but you two have a history. Why not help her out?

Choose one:

- **Help Skuld get out** – ⌛. Go to Script H58.
- **Leave Skuld** – go to Script H53.

H63

A Renewed Firple perches on a ceremonial, intricately decorated altar which seems to be an important part of the tower. A close examination could give you some desired answers, and so far, the mystling doesn't seem to have noticed you.

Choose one:

- **Approach the Renewed Firple** – go to Script H72.
- **Make an offering to the Renewed Firple** (spend 1 or 2 Equipment) – go to Script H74.
- **Give the artifact to the mystling** (requires **Secret 08**) – *You just remembered that you have it with you. Maybe it will convince the Renewed Firple to let you study the altar?* Go to Script H90.
- **Leave** – continue the Exploration.

H64

If you **have** the "**Tower Secrets**" part **5** status, *you have already examined this place, and there is nothing interesting here;* continue the Exploration.

Otherwise, read on:

You enter an alcove partly filled with sand. The stone walls of the room, here and there overgrown with fossilized algae, carry blurred engravings of fae helping Dragons fight an enormous fire. The rest of the picture is unintelligible, yet you imagine there are more scenes of cooperation.

– Gain 1 Essence.

If you **have** the "**Light in the Shadow**" part **4** status, *"Look at that," Skuld grimaces. "Those mean monsters must have started the fire by themselves and then used our wisdom to fix their mistakes." But you know even she doesn't believe what she's saying;* gain the "**Tower Secrets**" part **5** and **6** status and continue the Exploration.

Otherwise, gain the "**Tower Secrets**" part **5** status and continue the Exploration.

H65

You have managed to reach the lower part of the tower.

– Unlock Scripts H7 and H41.
– Lock Scripts H1, H32, and H42.
– Continue the Exploration.

H66

If you **have** the "**Eluding Tower**" status, go to Script H91.

Otherwise, read on:

The hole in the roof is wide enough to safely get inside.

– End the Exploration.
– Open **Map 17**.
– Place **Secret 11** face down in the Event slot. Set to 3.
– Lock Scripts H7, H41, H71, H60, and H63.
– Go to Script H62.

H67

There are some ancient writings on the rock, partly covered by sand. It crosses your mind to shove the sand away and read the rest, but what is the point? You don't understand that odd alphabet anyway.

Choose one:

- **Reveal the writing** – ⌛. Go to Script H47.
- **Leave** – continue the Exploration.

H68

You search the place and find a small box filled with coins. The currency went out of circulation ages ago, but the coins may still be worth something.

- Gain 4 Silver.
- Place **token B** in **slot I**.
- Continue the Exploration.

H69

The Renewed Firple freezes, exhibiting perfect control of its body. It watches you intently, and you know that the mystling is evaluating your skills and potential. Suddenly, it takes a step back and bows a little as if to communicate that it leaves the altar accessible for you. Would you say no to such a friendly gesture?

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Renewed Firple* divider:** Add card **81** a-side up to the Mystling Encyclopedia.
- Add card **80** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **78** and **82** with all the Renewed Firple Action cards (6) behind the *Party* divider.
- Place card **79** behind the *Removed* divider.
- Clear the Arena.
- Gain **Secret 17**.
- Continue the Exploration.

H70

You have safely reached the bottom of the tower. There, you notice a dais with a Renewed Firple sitting on it. The creature hasn't detected your presence yet. You freeze, entirely unable to take your eyes away from the dais. It seems to be radiating power, and its examination may reveal the secrets of the tower.

- Unlock Scripts H71, H60, and H63.
- Lock Scripts H7 and H41.
- Continue the Exploration.

H71

The column is overgrown with peculiar scabs which remind you of dried sponge or coral. If it weren't next to impossible, you would say the place used to be underwater once.

- Continue the Exploration.

H72

If a 〰 is in front of you, go to Script H76.

Otherwise, read on:

The Renewed Firple narrows its eyes and hisses with anger, and you realize you have trespassed the invisible line of its personal territory. What is more, you have also disturbed its meditation! The mystling springs up and attacks.

- Setup Combat:
  - **Arena:** card **14**, map **5**.
  - **Enemy Renewed Firple:** cards **78**, **79**, and **80**.
  - **Major Corruption: D**.
- Close the Adventure Journal and start the Combat.

H73

The guard eyes you reluctantly, but your friendly stance makes him talk, eventually. He knows a lot of rumors, and he is seemingly itching to share them.

"Since the Eclipse, the oasis has been haunted by demons!" he confesses. "Everyone believes in them but Naran. Everyone! I saw one myself, you know? It was at night! Something huge covered the moon, and then there was a flash. A blinding flash! In the morning, Naran said that it was a comet, but he won't fool me, no! I saw wings, and comets don't have them! Demons do, though! It was a demon, I tell you!"

- Gain the "**Local Threat**" part **4** status – *a light mystling troubles the area.*
- Continue the Exploration.

H74

The Renewed Firple stares at the offered items to evaluate them and then gathers them and proudly walks away. The altar it meditated on is now accessible.

Choose one:

- **Chase after it** – *You want to tame the mystling. Don't let it get away!* Go to Script H93.
- **Leave it alone** – *You don't need another fight. Let's focus on the altar.* Gain **Secret 17**. Add a **Renewed Firple** to Random Combats and continue the Exploration.

H75

Choose one:

- **Leave** – *You think you should explore the ruins further.* Continue the Exploration.
- **Examine the altar –** this ends the Scenario. Read on:

The altar is a remarkable structure. It contains a few metal elements, none of which are corroded. Surprised by that discovery, you keep examining the altar until you find a few unintelligible inscriptions and small blue crystals, gently glowing with power. Once you have finished examining the structure, you sit on the altar and close your eyes. And then, the visions start.

You are someone else. You shrug your wings in surprise when you discover the element of darkness lurking right behind the thin, invisible veil separating the worlds. Somehow you know that your world needs it. The light is becoming stronger, and it must be countered like other elements. Otherwise, the balance will get shattered, and chaos will ensue. Your visit to the Dragon Monks proved that the crystal is not working well anymore, and in time the floating islands will come crashing down to the ground. A shiver ripples down your wings – you become suddenly aware of them. You are thankful that you're not an earthbound human.

Once the survival of the floating islands is secured, perhaps it will be possible to convince the Dragons that noble Artios is willing to help and that there is no need to imprison it? It doesn't happen very often, but still, Artios is full of fear.

The vision dissipates, but your mind is still not your own. Alien thoughts reach you, wishing to communicate with you. Suddenly, you are sure it is Artios itself – whatever it means – and that it can sense the soul within you. The thing troubling your mind must be the soul of a Dragon that died near Caerberg.

Artios is imprisoned in a building somewhere in the eastern swamps. With your mind's eyes, you see yourself soaring over the land until you see the location of the prison. The cry for help is clear – Artios wants you to free it. In return, it will help you with the Dragon soul.

If you **have at least 3 parts** of the "**Tower Secrets**" status, go to Script H88.

Otherwise, go to Script H89.

H76

The Renewed Firple has been snapped out of meditation, and it seems flabbergasted. You approach it cautiously, raising your arms high up like you saw in the ancient drawing. The gesture attracts the mystling's attention and you see the monster focus. It grabs its stick, but there is no violence in its narrowed eyes. Instead, you glimpse interest and even respect. It seems that the Renewed Firple wishes to put you to a test. You hope it will be an easy one.

– Setup Combat:
  - **Arena:** card **14**, map **5**.
  - **Enemy Renewed Firple:** cards **78**, **79**, and **80**.
  - **2 Major Corruption: D.**
  - **Modifier:**
    - Fulfill the third Taming condition *"Soak in water element"*. You only need to fulfill the first and the second Taming conditions to Tame the Renewed Firple.

– Close the Adventure Journal and start the Combat.

H77

If you **have** the "**Eager Tamer**" part **3** status, go to Script H94.

Otherwise, choose one:

- **Enter the tower by roof** – go to Script H66.
- **Enter the tower through the window** – go to Script H38.

H78

Night has already fallen, and your head is swirling with memories and new bits of information. You decide to sort it all out on the way, though. There is no time to rest. You must move on until you reach Artios and learn the truth.

And hopefully get rid of your problem – the assumed Dragon soul that lives in your body.

- End the Exploration.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 08** to **Explored**.
- If **Worldmap card 09** is still available, gain **Worldmap card 09**, Unexplored side up – *The eastern swamp hides answers to your many questions.*
- Slot cards as in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

H79

The most prominent part of the machinery is a huge crane and a set of pipes disappearing inside a wide crack on the side of a rock. Another noticeable element is a wind-powered pump. All around it, you see basic conveyor belts and lumps of salt transported on it. One of the belts looks seriously damaged.

Choose one:

- **Examine the damaged belt** – ⌛. Go to Script H34.
- **Come close to the crack** – go to Script H31.
- **Examine the wind-powered pump** – go to Script H17.
- **Leave** – continue the Exploration.

H80

You enter the grand tent. A man with a proud face stands away from a table and says:

"My name is Naran. And I am the owner of this little salt factory." He doesn't stop to let you introduce yourself. "And what you are facing, arrival, is a genuine feat of engineering. Just take a look. Those machines extract saltwater from the ground, and soon there are sacks of salt, waiting for the merchants to buy them. As simple as that! Welcome, arrival, welcome! Guests are always welcome in my little oasis!"

Naran's friendly attitude is a positive change after days of desert trek. You ask him questions, and he ignores all of them, smiling and laughing all the way.

"You can stay here, of course," he says. "We offer food and accommodation. For a small price, of course! You came with those... animals, right? They are your tools, right? Fine, I will allow you to have them here, but remember to keep them in check at all times. The business hasn't been going well since the Eclipse, and my customers get easily scared."

Choose one:

- **Ask him more about his business** – go to Script H18.
- **Ask about the problem they have** (only if you **don't have** any part of the "**Salt Magnate**" status) – go to Script H21.
- **Tell him what you are looking for in this land** – go to Script H15.
- **Tell him you have done your job** (requires the "**Salt Magnate**" part **2** status and the "**Local Threat**" part **1** status) – go to Script H51.
- **Leave** – Continue the Exploration.

H81

The guards surround you, eyeing your mystlings with mistrust. There are many of them. You are surprised how many soldiers the factory owner employs. You halt and look their leader in the eye.

"Those creatures of yours." The officer points at your mystlings. "Get rid of those before you approach Naran's tent. And do it now, or we will help you."

You hate his tone and their visibly aggressive stance. You ask the mystlings to stay away and then head for the tent alone.

- .
- Go to Script H80.

H82

You tumble down to the floor of the cave. The mystlings haven't been able to save you, and they fall together with you.

- If you **have** an **Mystling**, *the mystling creates an air pocket to soften your fall;* each Mystling gains 2. Otherwise, each Mystling gains 6.
- Unlock Scripts H71, H60, and H63.
- Lock Scripts H32, H1, H42, H7, and H41.

The tumble was noisy enough to alarm the Renewed Firple, meditating on the dais. The mystling slowly turns to look in your direction and grabs a stick.

- Setup Combat:
  - **Arena:** card **14**, map **5**.
  - **Enemy Renewed Firple:** cards **78**, **79**, and **80**.
  - **Major Corruption: D**.
- Close the Adventure Journal and start the Combat.

H83

"Hey." Alvin stops you as you return from the merchant. "I have talked to the guards. What a friendly lot! Do you know that there is a Dragon-shaped rock somewhere here? The guards believe it is cursed. Two of them went missing as they were inspecting a cave in that area."

- Place **token A** in **slot V**.
- Continue the Exploration.

H84

Thanks to the knowledge the merchant shared with you, you immediately realize that it is only an illusion and going there would be a waste of time. The area here is a good spot to start training your mystlings, but don't you have other, more pressing things to do?

Choose one:

- **Train with your Mystlings** – . Gain 2 . Continue the Exploration.
- **Leave** – continue the Exploration.

H85

The sun-scorched desert is not an appropriate place for your mystlings. You must find the tower as fast as possible.

- Gain 1 Fatigue.
- Place **Secret 06** (it's the Secret you just revealed) in the Event slot. Set the to 3.
- Continue the Exploration.

H86

The tower doesn't seem very stable. The Luminesca's illusion must have strengthened it somehow because now that it is gone, the structure has begun to crumble. Small stones keep breaking off from the ceiling and pelting down on your head. It is disturbing, but the walls and the beams are still strong so far.

- Each Mystling gains 2.
- Place **Secret 11** (it's the Secret you just revealed) face down in the Event slot. Set to 3.
- Continue the Exploration.

H87

You return with Andrai to the oasis. Tired and relieved, you reach the first tents and realize that your arrival has been noticed by the guards. To your surprise, they seem agitated, and they ignore your friendly welcome gestures.

"What is going on here?" Andrai whispers.

The officer appears and snarls a few orders. Two men grab the surprised Andrai and guide him away.

"Hey," you protest firmly. "Leave him alone!"

"The man is exhausted!" one of the guards shouts back. "And he must rest. And you'd better leave him alone for your own good."

Shocked, you see them leading Andrai to the largest tent.

- Gain the "**Lost Engineer**" part **2** status.
- Continue the Exploration.

H88

In yet another vision – or maybe it's your own thought? – all the images from books, pictures, and engravings come together to make a finally comprehensible story. You begin to understand the timeline of events. In the beginning, the fae researched elements for everyone's benefit, but during their studies, they discovered the greatest weakness of Dragon Guardians. Whenever the Dragons encountered the energy of their element in a similar concentration to theirs, they lost their focus. As a result, the Dragon Guardians simply overlooked places filled with such energy. Contemporary fae must have been looking for that knowledge, and they probably found it.

- Gain the "**Revelation**" status.
- Go to Script H89.

H89

A vibration snaps you out of the vision. The stone you're sitting on trembles, and the crystals' blue glow intensifies. The smell of algae and the sea appears in the air. The metal elements of the altar begin to spin, and your stone juts up, pushed by a strong jet of water. You tumble to the ground and spring up all soaking wet. The water level in the room rises quickly, and soon both you and the mystlings frantically flail your arms to stay on the surface. The level keeps rising until it reaches the upper floor. You manage to crawl out there.

If you **have** the "**Light in the Shadow**" part **4** status, go to Script H92.

Otherwise, go to Script H78.

H90

The Renewed Firple stares at the offered relic – suddenly it screams in terror and, with a concentrated stream of water, slices through the translucent substance. It bursts in your hands, producing a cloud of choking glass and elements: earth and dark. When you struggle for air, the mystling runs away in panic, trying to outrun the earth element that could severely harm the water creature.

Your mystlings are also stunned and exhausted by the sudden exposition to such a powerful elemental source. You look around. At least the altar is now accessible.

- Discard **Secret 08**.
- Gain all the remaining Fatigue.
- Gain **Secret 17**.
- Add a **Renewed Firple** Tier card to Random Combats.
- Continue the Exploration.

H91

You are about to enter the tower when you recollect that you have plans from the ruined fae city in the mountains. You take it out and analyze it. It seems it's the same structure, but somehow, you are looking at its roof, and the rest of the construction is buried deep in the sand.

There are several strange symbols around the structure, but there is an arrow that suggests a way in and a little diagram... You touch two stones, and something clicks. You move away the part of the roof that rose a little and find an easy way in with a ladder. At the bottom, you find a stash of useful items.

- End the Exploration.
- Open **Map 17**.
- Place **Secret 11** face down in the Event slot. Set to 3.
- Lock Scripts H7, H41, H71, H60, and H63.
- Gain 2 Items.
- Go to Script H62.

H92

Skuld pants heavily as she rolls on her back.

"This was quite an adventure," she says. "I didn't know that my ancestors could make such advanced machinery! And the vision... I saw fae with large wings. Actually flying over a large patch of water. What a beautiful sight it was. Did you see it, too?"

You shake your head, still pondering about the vision you saw.

"I must go north, follow my people," the fey says. "Thank you for your help. I hope we will meet again."

- Go to Script H78.

H93

You catch up to the Renewed Firple and order your mystling to engage!

- Setup Combat:
  - **Arena:** card **14**, map **5**.
  - **Enemy Renewed Firple:** cards **78**, **79**, and **80**.
  - **Major Corruption: D**.
  - **Modifiers:**
    - *The mystling didn't expect you, the person who gifted it a moment ago, to attack it.* Each player gains 2 and may Search 5.
- Close the Adventure Journal and start the Combat.

H94

Before you enter the tower, you stop and spend a moment with Alvin. You don't want to expose him to dangers that might await you in buried ruins, so you ask him to go north to Drosibay and take a boat west. You will meet him again in Moongur, your hometown. At first, he insists on staying with you, but the prospect of being able to meet more exotic aquatic mystlings convinces him to leave.

"Just stay safe, chief. Please."

You just nod.

Choose one:

- **Enter the tower by roof** – go to Script H66.
- **Enter the tower through the window** – go to Script H38.

Dim Light

i0 Introduction

The information you gathered leads you to vast marshes in the east. You contact Ida and some acquaintances who may know something about the swamp. Still, unfortunately, they don't have any valuable information except for – the storyteller heard a myth about a temple dedicated to the element of light that could stand somewhere there, but there was nothing about the legendary mystling you seek.

The mystling that should be able to free you of the Dragon soul, returning your mind to you. You have no choice but to try to find it.

You are more and more often plagued by overwhelming emotions that most certainly are not yours, but belong to the mind invader. Your dreams are disturbing. The anxiety never leaves you. Therefore, you must get rid of the unwelcome burden even if it means chasing after rumors and dreams.

Hints

Combat: Powerful Enemy.

Other: A Mystling will be useful. can come in handy. When choosing Mystlings, pay attention to your Quest cards.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – **Important:** if you **haven**'t finished Scenarios *Remote Knowledge*, *Fire and Snow*, *Cradle*, or *Mirage*, you won't be able to finish them after starting this Scenario. Read on:

– Take the World Map.
– If **Worldmap card 05** shows the **Unexplored** side, flip it to the **Explored** side.
– If **Worldmap card 06** shows the **Unexplored** side, flip it to the **Explored** side.
– If **Worldmap card 07** shows the **Unexplored** side, remove it from the Worldmap.
– If **Worldmap card 08** shows the **Unexplored** side, remove it from the Worldmap.
– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.
– Go to Script i1.

i1

For the last two hours, you have been trudging the muddy paths of the swamp. You have never seen a place more hostile and deadly. The sun is blocked by impenetrable clouds of fumes, and all you see are withered trees and dying plants. This must be the place you have been trying to find, yet you feel disturbed. The fog limits visibility, but even so, you should have already seen the legendary ruins. Where are they?

Note: This is an unwholesome area. You must hurry up or else the toxicity of the swamp will harm you and your mystlings.

– Open **Map 18**.
– Place **Secret 47** face down in the Event slot. Set to 2.
– Begin the Exploration.

i2

Your lungs burn any time you take a breath. You look at the mystlings and see them pant and cough.

– Each Mystling gains 2.
– Place **Secret 47** (it's the Secret you just revealed) face down in the Event slot. Set to 2.
– Continue the Exploration.

i3

The big shape moves again, and your thoughts battle. Should you stay where you are or perhaps change location?

– You may stay where you are or move your standee once:
  - From Space A to Space B or Space C.
  - From Space B to Space A or Space D.
  - From Space C to Space A or Space D.
  - From Space D to Space B or Space C.
– Then, go to Script i4.

i4

If **token B** is in **slot II**, go to Script i55.

If **token A** is in **slot II**, go to Script i7.

If **token B** is in **slot I**, go to Script i22.

If **token A** is in **slot I**, go to Script i9.

Otherwise, read on:

The Umbra cautiously moves in the same direction as before.

– Place the Umbra standee in Space B.

The Umbra eyes the portal and sniffs it carefully. It is considering its potential actions and suddenly decides that the portal is not the cause of the changes in the underground maze. Constantly smelling the ground, the mystling moves toward the place where you entered the cave. Has it caught your scent?

– Place **token A** in **slot I**.
– Continue the Exploration.

i5

You stand before a flat, lime-covered rock that ages ago, must have been a part of the wall. As you carefully scrub off the white tarnish, you reveal a fresco not different from the one you saw in the ruins near Caerberg. Its focal point is a symbol connected to the sun and light.

It is true, then. This dark place must have been dedicated to the element of light.

A few scenes around the symbol depict a lizard-like mystling in the company of the Dragon Guardian, the Light one. The mystling looks amusingly small in comparison.

– Go to Script i3.

i6

You may try to sneak through the center of the cave. It will be much quicker, but a lot riskier than following the pools of shadow alongside the walls.

Choose one:

- **Give up the idea** – continue the Exploration.
- **Sneak through the center** – read on:

– Perform the Test.

When you have 2 👁: The Test ends immediately. Resolve the matching outcome.

Mystling: You may ignore 1 👁.

Spend 🃏**:** Discard up to 2 of the drawn cards.

6 or less	*The Umbra must have spotted something.*	Place your standee in any large space. Go to Script i23.
7-8	*You sneak through unnoticed.*	Place your standee in any large space. Continue the Exploration.
9 or more	*The Umbra must have spotted something.*	Place your standee in any large space. Go to Script i23.

i7

If an 🟢 is in front of you, go to Script i16.

Otherwise, read on:

The Umbra heads for its lair.

– Place the Umbra standee in Space D.

The monster keeps sniffing around and freezes as it catches your scent. It is slowly turning its head toward you, and you realize that hiding from it might prove difficult.

– Flip the token in **slot II** from A to **B**.
– Continue the Exploration.

i8

Hidden script

The sparks of the element of light swirl around a broken idol. They seem to be attracted to you, though, because when you come closer, they leave the idol to swarm around you. One by one, they permeate into your body. You feel strangely invigorated by that, and it occurs to you that you'd better find and absorb more of them. You could use their power while fighting or running away.

- Place a ◈ in front of you.
- Lock Script i8.
- Continue the Exploration.

i9

The Umbra is heading toward the place where you entered the cave.

- Place the Umbra standee in Space A.

The monster sniffs the place you left, and unexpectedly, it explodes with wrath. Roaring and sputtering, the beast massacres the lichen around and tears the rope reaching outside. To your amazement, the lichen stems begin to crawl toward the exit, almost like living creatures. The Umbra raises its head and sniffs again. It still has no clue what to look for.

- Flip the token in **slot I** from A to **B**.
- Continue the Exploration.

i10

The tree is overgrown with some weird substance which at first seems to resemble lichen, but no. No lichen is so disgustingly slimy. Also, you have never seen any lichen pulsate. Its stems look like tentacles, and you actually see a few forking and creeping on the ground.

You bend over to examine them up close and conclude that you were wrong. The lichen-like substance is growing from the ground and moving toward the tree and not the other way round.

- Lock Script i10.
- Gain **Secret 53**.
- ⌛.
- Continue the Exploration.

i11

If you **have** the "**Understanding**" part **3** status, go to Script i37.

Otherwise, read on:

There is a sizable lump of tiny crystalline blobs that have been collected here for ages. Over time, they melted and blended into one solid pile. Its irregular sides shine and glitter. You examine them and conclude that you are staring at the amalgamation of tiny crystals, each made up of all six elements together!

Choose one:

- **Touch the substance** – go to Script i32.
- **Continue exploring the cave** – go to Script i3.

i12

You stumble upon a partly shut portal, definitely smaller than the one in the area of Caerberg, but similar to it in many ways. There is a narrow crack in it which suggests that whoever tried to close it used the same technique. There are signs of fighting everywhere. You gauge the portal and realize that it isn't wide enough for the Umbra to get through even if someone opened it fully.

- Go to Script i3.

i13

You are experiencing emotions. You feel a mother's concern for the Umbra and realize that the being with the aura simply fears for its child. You also detect sadness, loneliness, and deeply rooted joy. After all, the child is not far away, and they hear one another at times.

- If you **don't have** the "**Mother**" status, gain the "**Mother**" status and 1 Essence.
- Go to Script i3.

i14

Hidden script

There is a shoal of sparks born from the element of light. They all hover about a broken statue but flow toward you the moment you appear. In surprise, you see them get absorbed into your body and realize that they make you invigorated. More of such would help you flee or fight.

- Place a ✦ in front of you.
- Lock Script i14.
- Continue the Exploration.

i15

The orange tentacles of the lichen reach the water and touch the surface with their tips. However, they freeze there.

- ⧗.
- Continue the Exploration.

i16

The Umbra rushes toward the entrance you have used.

- Place the Umbra standee in Space A.

It must be making sure it hasn't overlooked anything. It is now staring at the half-closed portal.

- Flip the token in **slot II** from A to **B**.
- Continue the Exploration.

i17

You come across an imposing clump of fungi, the largest you have ever seen. Apart from that, though, there is nothing interesting for you here. The mushrooms do not grow on the other side as if it were inimical for them.

- ⧗.
- Continue the Exploration.

i18

It takes you a moment to scan the surroundings. You spot an ancient, worn dais covered with symbols that you immediately connect to the fae. Close to it, there is a towering lump of some odd substance which seems to have been collected there for a reason. You also notice a tiny, almost shut portal to the Shadow Realm.

You may cut through the center of the cave and reach a dark alcove where you spot some open books, their pages fluttering with the draught.

- Continue the Exploration.

i19

The dark tunnel is heaped with collapsed debris, and there is no way you could squeeze through. To do that, you would have to dig, and that would certainly draw the attention of the beast.

Abruptly, you realize that the cave is suspiciously quiet. Have you already drawn the monster's attention to yourself?

If **token A** is in **slot III**, go to Script i50.

Otherwise, place **token A** in **slot III** and go to Script i3.

i20

The fog is not only dense but also heavy with the power of the dark. It is increasingly harder to breathe, but you also notice that the billows of fog drift from the south and flow above the river. There is a source of water somewhere near the heart of the fog blanket, bubbling loudly and disturbingly.

- Lock Script i20.
- Gain **Secret 56**.
- ⧗.

If you **have** the **Darktailen Quest card** available and you **have** a **Darktailen** with you, go to Script Z26 at the end of this Adventure Journal.

Otherwise, continue the Exploration.

i21

There is a strong power in the aura, similar to the one you felt around the Dragon Guardian, but also different in many ways. It feels more subtle and... understanding, perhaps? Forgiving, even? It makes you feel at home. You indulge in its softness and forget about the passage of time.

If **token A** is in **slot V**, go to Script i13.

Otherwise, go to Script i3.

i22

The Umbra springs up and reaches the bowl in no time.

– Place the Umbra standee in Space C.

The monster looks irritated, but also somehow amused. Could it be that its life underground bored it stiff, and now it is enjoying a game with a trespasser?

– Place **token A** in **slot II**.

If an is in front of you, go to Script i42.

Otherwise, go to Script i52.

i23

If **token A** is in **slot III**, place the Umbra standee in your space.

Otherwise, place **token A** in **slot III** and place your standee in any space. Continue the Exploration.

i24

Artios watches you intently. You sense its mind trying to touch yours in a subtle manner, much more delicate than the almost brutal invasion of the Dragon's mind.

You realize that Artios knows you. It has seen you through the eyes of the Guardian encountered on the Dragon Islands. It doesn't want to fight you.

– Go to Script i70.

i25

The orange tentacles disappear into a wide hole, big enough for you to squeeze in. Do they truly disappear there? No, they actually creep out of the hole. Could their stems guide you into the underground?

– Lock Script i25.
– Gain **Secret 58**.
– .
– Continue the Exploration.

i26

The bowl is cracked and battered, presumably knocked over hundreds of times by the bulk of the passing Umbra. There are the remains of other, much smaller bowls, all of them trampled on the ground. Has the monster spent all its life here, in the dark underground?

Choose one:

- **Put the mushrooms into the bowl** (only if an is in front of you) – *The smell is intense and it may catch the attention of the monster when both of you end up here. Or maybe you will find some use for them later?* Flip the in front of you to its side. Go to Script i3.
- **Put some food into the bowl** (only if there is **no** in front of you; spend 1) – *The smell may catch the attention of the monster.* Place an in front of you. Go to Script i3.
- **Continue exploring the cave** – go to Script i3.

i27

The Umbra must have tried to dig the passage there, but it has only made matters worse, and even you would have problems squeezing in there, although you are much smaller than the monster. The other side, though, is vibrating with power.

Choose one:

- **Examine the aura** – go to Script i21.
- **Look for a passage** – go to Script i19.
- **Continue exploring the cave** – go to Script i3.

i28

The bubbles on the surface tell you that something is fermenting under the water. The stench is unbearable, but most likely not harmful. As you look around, you realize that there is nothing of interest to you here.

- ⌛.
- Continue the Exploration.

i29

You strain your eyes and notice a chamber with some books. Its entrance has partly collapsed, but you think you can make it inside. There is also a huge bowl here. Additionally, you notice something shiny on the other side of the cave. You could sneak closer and figure out what it is.

- Continue the Exploration.

i30

There are fungi all over the place, and their center is not far away. A pungent smell comes from there.

- Lock Script i30.
- Gain **Secret 49**.
- ⌛.
- Continue the Exploration.

i31

The Umbra has broken off a part of a rock here, probably hurting itself. You see its torn-off scales. They seem fresh. It dawns on you that the monster has a soft, scaleless spot somewhere on its body.

- Place a 👁 in front of you – *you know the Umbra's weak spot.*
- Go to Script i3.

i32

Your thoughts are scattered by a strong and emotional vision. Artios is somewhere close to you, alone and imprisoned. It wholeheartedly misses its freedom, frustrated by centuries of boredom, inactivity, and never-ending, wet darkness. If anything is stronger than that, it is its yearning to reunite with its child.

- Place **token A** in **slot V**.
- Go to Script i3.

i33

You follow the lichen until your nostrils fill with a strange, unpleasant smell. The rocks around you resemble eroded bricks. There is no doubt that your goal is somewhere down there. But if you still have time to spare, you may want to explore the surface a little more. Maybe there is something worth discovering?

Choose one:

- **Continue the journey through the dark** – this ends the current Exploration. Go to Script i44.
- **Leave** – continue the Exploration.

i34

The alcove has been slightly damaged here and there. You spot claw marks on the floor and on the walls as if something huge tried to break in but gave up because of its size. You go deeper inside and discover more signs of damage, this time left by a smaller creature which even destroyed some of the books. Only a few pages survived the mayhem, but to your astonishment, the text has been written with an alphabet you know.

The pages tell a dramatic story of Artios, a mystling that has been locked here for its own safety by the Dragons and their order. It used to be moved to the Dragon Islands to do its duty, and now it is waiting to be needed again. All the Dragons enjoy good health, so the ability to revive souls will hopefully not be necessary in the centuries to come.

The final sentence says:

"The filthy element of the dark is always ready to strike, but no stronghold will protect Artios better than this one. The dark will never penetrate its wall nor flaw Artios."

Now, that's a lot to process. As you move out of the chamber, you trip over a broken staff with a chipped crystal at the end.

- Place **token A** in **slot IV** – *you found a staff with a flawed gem.*
- Go to Script i3.

i35

There are clusters of weird-looking fungi that your mystlings tend to stay away from. Nevertheless, you collect a few. Perhaps they will come in handy.

- Place an in front of you – *you've gathered several pungent fungi.*
- .
- Continue the Exploration.

i36

You see an arched tunnel leading somewhere into the ruins, but the way is blocked by stones and other debris. The place radiates some power. More power – of the dark element – flows from a huge lair next to a wall.

- Continue the Exploration.

i37

You have seen such a substance before. It happened in the ghastly cave on one of the floating islands. A creature – the Umbra, maybe? – must have been collecting drops of it for a long time. You remember that the substance was a coalescence of five elements, and it was enough to touch it to be granted a vision of the place.

This time, the substance feels different, though. It seems to be saturated by yet another factor which you recognize to be the sixth element. An intriguing development.

Choose one:

- **Touch the substance** – go to Script i32.
- **Continue exploring the cave** – go to Script i3.

i38

Hidden script

Sparks of the element of light dance around a battered idol. As you approach, they abandon their prance and soak into your body, invigorating you. You feel urged to absorb more of them. They could be useful when it comes to fighting or fleeing.

- Place a in front of you.
- Lock Script i38.
- Continue the Exploration.

i39

The dais radiates bright energy which entirely captures the attention of your mystlings. The place looks like the element of light was researched here ages ago. The power of light seems to be trapped here. How do you release it? It could help a great deal in combat with the Umbra.

Choose one:

- **Use the broken staff** (requires **token A** in **slot IV**) – go to Script i43.
- **Continue exploring the cave** – go to Script i3.

i40

A crack in the ground releases clouds of thick mist which tells you that the entrance must be near. The source of the dark element is unusually strong. The last time you felt it so powerfully was near the open portal leading to the Shadow Realm.

- .
- Continue the Exploration.

i41

You approach the lair of the Umbra, nothing but an uncomfortable niche padded with ground rocks. Here and there, you notice a few shimmering rainbow scales. They most certainly are not the Umbra's, nor are they its trophy. The monster put them where it rests its head like they were dear to it.

Would it make sense to take them with you? If the monster really attaches so much importance to them, you could use the scales to distract it.

Choose one:

- **Gather the scales** (only if there is **no** in front of you) – *They seem important to the mystling, but you are in need of leverage.* Place a in front of you. Go to Script i3.
- **Continue exploring the cave** – go to Script i3.

i42

The Umbra notices the mushrooms in the bowl and looks around in confusion.

- Continue the Exploration.

i43

The staff appears to be a part of the dais, and the chipped crystal glows rhythmically once it comes into contact with it. Your thoughts swirl. You could smash the crystal at the right time to release the element of light. The upcoming, inevitable battle against the Umbra seems a little less scary.

- Flip the token in **slot IV** from A to **B**.
- Go to Script i3.

i44

- End the Exploration.
- Open **Map 19**.
- Place the Umbra standee in large Space D.
- Place an unused Mystling standee in large Space A – it represents your position on the Map.
- Place **Secret 50** face up next to the Map – its rules apply during this Scenario.

Important: The Time track is not used during the Exploration of this Map.

- Go to Script i46.

i45

The light is pouring through a tiny hole at the end of the corridor. You peer inside to see a large, sleeping mystling. Its scales shine like a rainbow, and you are sure that you have never seen a creature like it before. You wish you could take a better look at it. Is this why you came here?

- ⌛.
- Continue the Exploration.

i46

As you look around the chamber, you notice smooth walls partly covered with gigantic dripstones, proof that the structure is ancient. Also, here and there, you spot blurred, unfinished shapes on the clear parts of the wall that look like they were made on purpose. Could there be drawings or engravings under the lime?

Before you take a better look at them, though, there is yet a far more important problem to deal with. Somewhere in the chamber, there is a huge Dragon-like monster, undoubtedly a mystling of the dark. Its presence evokes the feeling you experienced during the Eclipse – darkness devouring the sun. Instinctively, you name it Umbra. You can't see it in the gloom, but you hear that its breathing is faster. It has already detected a change in its domain.

The walls bear marks of a thousand hits, and the orange lichen has been devoured in places. The monster has been here for ages, it seems.

A sudden move in the dark tells you that the monster has got up and is trudging toward the portal – a rather small rupture in reality looming to your left. It may think that the portal is the reason the atmosphere has changed.

Note: Scripts that are in the center of large spaces are always safe for you to read – they will not progress time. If you want to move to another space quickly, without spending time on researching your current location, you may read Script i6 – it's located in each large space, close to the center of the Map; but moving quickly isn't safe as you may be spotted. It's better to wait for an opportunity to move after reading other scripts.

- Continue the Exploration.

(See the art on the next page)

i46

i47

Up ahead, you see a chipped stalactite, something shiny scattered around its base. A few steps away, there is a collapsed wall. Its surviving section bears some kind of ancient drawing.

- Continue the Exploration.

i48

Artios's stream of many elements hits the crystal ball. The ball, however, absorbs the energy and strikes back ten times harder. You can't escape it. Its force overwhelms you, and you faint.

A vision occurs to you as you lay unconscious:

The Dragon of the Air is reluctantly flying and following three of its siblings. You feel its sympathy and worry. The others exude a patronizing aura. You don't like it.

The Dragon of Light is safe, thanks to you, and it will hatch in a couple of years on the floating islands. As a prize, you, Artios, will be locked in this building forever – safe but alone. Before the door is sealed, the Dragon of the Air tosses an object inside. It is a crystal ball to enable you to see what the Dragon of the Air sees. Poor consolation. You cannot force yourself to be thankful.

If you **have** the "**Understanding**" part **9** and/or **10**, go to Script i24.

Otherwise, read on:

You begin to understand Artios, and it notices your involvement.

If you **have** fulfilled 3 conditions on the Artios Taming card, go to Script i70.

Otherwise, continue Combat.

i49

Artios approaches the artificial egg from the Dragon Islands and uses its power to affect the water element. As a result, the shell of the egg absorbs the murky liquid from the hollow of the dais. Then Artios grabs your wrist and makes you touch the egg. You suddenly feel light, but you welcome the feeling. The press in your head diminishes, and you realize that the Dragon soul, for a moment forming the shape of the Dragon Guardian of the Earth, flows down your arm and permeates into the egg. You sense that it is no longer troubled but finally happy. The egg shines like an emerald, and its beauty strikes you.

The Umbra touches the egg with its snout. The egg suddenly flashes, seemingly sturdier than before. The shell is warm to the touch and seems to be pulsating. Is it close to hatching?

Artios seems surprised, too, but it takes the egg and touches the gate with it. The gate opens wide.

- Discard **Secret 12**.
- Gain the "**Interference**" part **8** status.
- Go to Script i68.

i50

The Umbra, eager to get the intruder, finally spots you. You knew that this might happen, but nothing prepared you for such a violent assault. The Umbra whistles shrilly and entangles you with bands of impenetrable darkness. Your heart heavy, you order your mystling to get ready for combat.

- Setup Combat:
  - **Arena:** card **31**, map **4**.
  - **Enemy Umbra:** cards **159** and **160**.
    Note: You won't be able to Tame that Enemy.
  - **Major Corruption: F.**
  - **Modifiers:**
    - If you **have** a , *you know the Umbra's weak point;* discard the , shuffle **Secret 67** into the Enemy Attack deck. Discard it after this Combat.
    - If you **have** a , *Umbra hesitates, seeing you have its treasure;* discard the and gain 1 .
    - If you **have** an , *you use the fungi to distract Umbra;* discard the and you may move Umbra by 1 space.
    - If you **have at least 1** , *you release the gathered power of light motes;* discard all your . For each discarded this way you may discard a card and draw a card.
    - If **token B** is in **slot IV**, *you smash the staff against the floor in an explosion of bright colors, making Umbra shriek in fear;* Umbra gains 5 .
    - *You were ambushed by the mystling;* skip your first turn of that Combat and resolve the Enemy turn.
- Close the Adventure Journal and start the Combat.

i51

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script i72.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this combat, you may set it up following standard Mystling setup rules (but place the Mystling standee on the space from which your previous Mystling was discarded) and continue the combat. Otherwise, go to Script i72.

i52

The Umbra plans on exploring every corner of the room to figure out if it hasn't overlooked anything.

- Continue the Exploration.

i53

When the chamber brims with the element of water, you notice that a hollow of the dais fills with some opaque, warm liquid. The liquid defies the laws of physics and rises into the air to form the shape of an egg. Wait, what?

If you **have Secret 12**, go to Script i59.

Otherwise, read on:

Artios looks at you and then at the water egg, and you feel the Dragon soul inside you pull you toward the dais. Abruptly, the egg blurs, and the liquid falls down, splashing.

If you **have** fulfilled 3 conditions on the Artios Taming card, go to Script i70.

Otherwise, continue Combat.

i54

You have the advantage, and the Umbra is getting weaker. Will you be able to finally calm down the monster?

Suddenly, you notice that the accumulation of elements in such a closed space – and most of all, Umbra's dark – leads to unpredicted consequences. The small portal to the Shadow Realm becomes destabilized and begins to widen. The Umbra notices it, too, and suddenly forgets you. It bolts up to the portal and puts its paw through it. It directs all its power there to seal the opening, but the monster is exhausted after the fight, and it has little energy at its disposal. Even so, the portal is slowly closing down.

So this is how you do it?

You approach the Umbra, trying to figure out how you can help. You stroke its back (it shivers but continues its work) and whisper soothing words, while your mystlings snarl, transferring some of their power to their dark cousin.

When the portal is almost shut, the Umbra yanks its paw out. The deep scratches fill with blood, and the monster collapses, moaning in pain.

Then the portal implodes. The explosion tosses all of you away and smashes all the debris blocking your way. It is not the end of the disaster, though – the chamber begins to tremble, and wide cracks appear which forebodes further damage. You feel that the entire place is on the verge of tumbling down and you look around for escape routes. Suddenly, a huge mystling, blinking with all colors, charges inside, trembling with fury. It notices first the wounded Umbra, and then you.

And you become the target of its mindless charge.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Umbra* divider:** Add card **162** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Place a 🌀 in front of you – *the portal is almost closed. A little effort can get rid of it.*
- Go to Script i61.

i55

If the Umbra standee is in Space D, go to Script i56.

Otherwise, go to Script i58.

i56

The Umbra is sniffing the air, seemingly ready to follow your scent.

If an 🍃 is in front of you, *Umbra is intrigued by the smell of fungi;* place Umbra in Space C; if that was not a space with your standee, go to Script i60.

If your standee is in Space B or Space C, place the Umbra standee in your slot and go to Script i50.

Otherwise, don't move the Umbra standee and go to Script i60.

i57

You have no time to lose. Using the power of the charging, adrenaline-fueled mystling, and the energy of Artios filling the air, you fully close the portal.

Artios freezes and considers you and your mystling, its head tilted.

If you **have** fulfilled 3 conditions on the Artios Taming card, go to Script i70.

Otherwise, you may discard 1 Enemy Attack card from the rightmost Enemy slot or 1 chosen Gleam from Artios; then, continue Combat.

i58

The Umbra heads for the portal.

- Place the Umbra standee in Space B.
- Go to Script i60.

i59

The shell of the egg that you took from the floating islands over Lake Llyndraig is the same size and shape as the water egg. Artios freezes in surprise as you take the shell out. There is a weird expression on its face.

Choose one:

- **Place the egg in the hollow of the dais** – go to Script i62.
- **Refrain from any action** – read on:

You sense the growing impatience of the Dragon soul, but you hide the egg.

If you **have** fulfilled 3 conditions on the Artios Taming card, go to Script i70.

Otherwise, continue Combat.

i60

You did everything you could, but the Umbra finally catches your scent. However, you have had ample time to feel out the surroundings and learn the ways of the mystling. You are as prepared for the combat as it takes.

The Umbra howls shrilly, charges at you from the other side of the cave, and then entangles you with bands of impenetrable darkness.

- Setup Combat:
  - **Arena:** card **31**, map **4**.
  - **Enemy Umbra:** cards **159** and **160**.
    Note: You won't be able to tame that Enemy.
  - **Major Corruption: F.**
  - **Modifiers:**
    - If you **have** a , *you know the Umbra's weak point;* gain **Secret 67** and shuffle it into the Enemy Attack deck. Discard it after this Combat.
    - If you **have** a , *the Umbra hesitates, seeing you have its treasure;* gain 1 .
    - If you **have** an , *you use the fungi to distract the Umbra;* you may move the Umbra by 1 space.
    - If you **have at least 1** , *you release the gathered power of light motes;* discard all your . For each discarded this way you may discard a card and draw a card.
    - If **token B** is in **slot IV**, *you smash the staff against the floor in an explosion of bright colors, making Umbra shriek in fear;* Umbra gains 5 .
    - *You were ready for this fight;* each player may Search 4.
- Close the Adventure Journal and start the Combat.

i61

The ground is shaking, destabilized by the erratic behavior of the portal. Your combat with the arrival – a seemingly powerful mystling radiating all elements at once – may make the situation even worse. You have a last chance to look around and you notice that the chamber resembles rather a ruined temple than a cave. There is a giant, yet closed gate on the far wall, seemingly intact even though all the other walls bear the marks of claws and influence of elements.

You spot a few details.

– Setup Combat:

- **Arena:** card **3**, map **1**.
- **Enemy Artios: 12**, **13**, **14**, and **15**.
  Note: During this Combat you will use a Taming card, but you won't be able to tame your Enemy. It represents a less violent resolution of this encounter.
  Special rules: You may resolve the conditions on the Artios Taming card below in any order. When you fulfill the condition, immediately go to the Script connected to this condition. If you fulfill more then one at the same time, resolve them in any order.
- **Major Corruption: F**.
- **Modifiers:**
  - Place a in the space in the middle – *A pedestal with a circular hollow stands in the center of the room.*
  - Place an in the leftmost space – *You notice a pristine crystal ball near a wall.*
  - Place a in the upper right space – *Artios' nest looks cozy. Someone placed a fragile shell of a pitch-black egg next to it.*
  - If a is in front of you, place it in the empty space that is farthest from you – *the portal is strong and pulsates ominously.*
  - If a is in front of you, place it in the empty space that is farthest from you – *the portal is faded and weak.*
  - If you **have** the "**Mother**" status, *you use Artios' love toward Umbra to your advantage;* you may Search 4.

If you **have Secret 08**, go to Script i71.

Otherwise, close the Adventure Journal and start the Combat.

i62

You place the egg in the hollow, and it fits perfectly. Artios is not a warlike, adrenaline-buzzed monster anymore. Instead, it looks like a mother observing its child.

- Go to Script i77.

i63

Your decision puts an end to the Dragon's screams inside your head, and now you only feel the hate of the being. You are not sure if you are doing the right thing, but you know that the manipulator surely deserves such treatment.

As Artios begins to combine the elements and touches you with their mixture, you have second thoughts. Aren't the years of a Dragon Guardian's absence going to affect the world? And is this really a good choice?

Yet, it is too late. Artios's net of elements entangles you to rip the Dragon soul away from you. It is an unpleasant feeling, but brings no pain. Suddenly, you feel empty inside, and your surroundings radiate with Dragon essence and the element of earth.

When the wave of energy reaches the gate, it opens.

- Gain the "**Interference**" part **7** status.
- Go to Script i68.

i64

The air is devoid of the energy of water, and the lair flares up with the energy of wind and flame. Memories and emotions that burn there morph into a great fire that immobilizes you, your mystlings, and Artios as well. You freeze for a minute, overcome with powerful emotions.

You experience the longing for a child. The solitude. The dark of the imprisonment. The love for a child – the Umbra – formed out of despair and the dark element.

Abruptly, the emotions vanish, and you regain control of your body.

If you **have** fulfilled 3 conditions on the Artios Taming card, go to Script i70.

Otherwise, continue Combat.

i65

After the Dragon soul has left you, you feel free, but also empty inside. What's interesting, the essence of the elements you have been collecting, still fills your body, and you realize that you can control it to some degree. An inspiring discovery.

You spend the days to come seeking the way out of the swamp and observing the largest portals that opened in the area. You also try to make up your mind about what to do next. You are finally free but are you really up to the new missions? Will you be able to get rid of the portals and put an end to the conflict between fae and Dragon Guardians? Well, you have your mystlings to help. What can possibly go wrong?

You have located a few huge portals, and you scouted two places: one to the west and one to the north of here where you spotted Dragon Guardians. During your search, you've made a disturbing discovery. One of the largest portals opened close to Moongur.

Your hometown.

- Gain 2 Essence – *You feel soaked in Dragon energy after the encounter with Artios.*
- Discard **Secret 50**.
- End the Exploration.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 09** to **Explored**.
- Gain **Worldmap card 10**, **Unexplored** side up – *Your hometown, Moongur, is in danger.*
- Gain **Worldmap card 11**, **Unexplored** side up – *You should visit that area if you want to ally with the Dragons.*
- Gain **Worldmap card 12**, **Unexplored** side up – *You should visit that area if you want to ally with fae.*
- Slot cards as in the diagram below:

- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.

If you **have** the "**Future of Caerberg**" part **4**, **5**, or **6** status, go to Script i73.

Otherwise, save the game or start another Scenario.

i66

The Umbra hurls you and your mystlings against the wall. The monster is simply too powerful for you to defeat. The concentration of the elements is high, the dense dark element being the most prominent in it, but despite that, you see the Umbra approach you. Your battered mystlings stand in its way, ready to protect you, but then out in the corner of your eye, you notice something shimmering.

The Umbra spots it, too.

The small portal to the Shadow Realm becomes destabilized and begins to widen. The Umbra suddenly forgets you. It runs up to the portal and puts its paw through it. It directs all its power there to seal the opening, but the monster is exhausted after the fight, and it has little energy at its disposal. Even so, the portal is slowly closing down.

So this is how you do it? From the inside?

You wish you could help the Umbra, but you are too battered. You barely manage to stand up when the Umbra is thrown back, its paw torn and bleeding.

Then the portal explodes. It abruptly gets bigger, hurling dust, withered plants, and strands of the dark element, and then the flow reverts, when the portal starts sucking, moving all the debris blocking your way. It is not the end of the disaster, though – the chamber begins to tremble, and wide cracks appear, foreboding further damage. You feel that the entire place is on the verge of tumbling down and look around for an escape route. Suddenly, the worst happens. A huge mystling, blinking with all colors, charges inside, trembling with fury. It notices first the wounded Umbra, and then you.

And you become the target of its mindless charge.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Umbra* divider:** Add card **162** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Place 🔮 in front of you – *the portal is open and pulsates with dark energy.*
- Go to Script i61.

i67

Artios is overwhelmed by the cunning of your mystling and your tactical skills. It backs away and forces itself to calm down. It may be that it understands you haven't come here to battle either it or the Umbra.

Then it looks sharply at you. No, actually, not at you, but through you. Its eyes open wide and with a move of its head, Artios shows you the dais in the middle of the room. You walk there hesitantly, both mystlings flanking you.

The towering Artios also nears the portal, and there it licks the opaque water from the hollow of the dais. Then it begins to bend the elements. Your mystlings tense their muscles, but you tell them to calm down, fascinated by the performance. Artios combines five of her elements with the sixth one, thick in the air of the room. This way, it creates a net which touches the water and blends with it. The water becomes crystal clear. Artios sticks its tongue out as if it wanted to drink more, and looks at you.

You sigh heavily and draw a handful of water. You drink it, astonished by its wondrous taste. The pressure in your head suddenly lessens, and the Dragon soul quietens. It is finally content.

And then Artios forms the shape of an egg from the water.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Artios* divider:** Add card **16** a-side up to the Mystling Encyclopedia.
- Clear the Arena.

If you **have Secret 12**, go to Script i49. Otherwise, read on:

The soul of the Dragon eagerly tears out of your body and soaks into the egg. The water turns into a solid substance, forming a sturdy shell. Artios moves away all the elements except earth, and suddenly the egg looks caked in mud. Green vines grow out of the cracks. The Earth Dragon Guardian's soul is safe.

Artios joins the Umbra which is still lying on the ground, and nuzzles it tenderly. The creature displays affection and joy, but also care and sadness. The mystling of the dark soon gets to its feet and chirps lovingly as if to return the feelings. Both creatures head for the gate, and Artios opens it by touching it with the egg.

- Go to Script i68.

i68

Artios and the Umbra use their powers to dig through the muddy ground and reach freedom. You follow them, leaving the shaking building even more unstable after the opening of the gate. Now you understand why neither of them tried to dig a tunnel to the other one. If the structure had collapsed with the sealed gate, both of them would have perished.

As you reach the ground and breathe in fresh air again, Artios looks at you, and its eyes flash with joy and power. Then it watches the rising sun, and runs away, free at last. The Umbra flaps its wings and, flying awkwardly, follows the light mystling.

- Go to Script i65.

i69

Artios combines five of its own elements with the sixth one, thick in the air of the room. This way, it creates a net which touches the water and blends with it. The water becomes crystal clear. You sense that Artios wants you to drink it.

You draw a handful of water. You are astonished by its wondrous taste. The pressure in your head suddenly lessens, and the Dragon soul quietens. It is finally content.

And then Artios forms the shape of an egg from the water.

The soul of the Dragon eagerly tears out of your body and soaks into the egg. The water turns into a solid substance, forming a sturdy shell. Artios moves all the elements away, leaving only earth, and suddenly the egg looks caked in mud. Green vines grow out of the cracks. The Earth Dragon Guardian's soul is safe.

Artios joins the Umbra which is still lying on the ground, and nuzzles it tenderly. The creature displays affection and joy, but also care and sadness. The mystling of the dark soon gets to its feet and chirps lovingly as if to return the feelings. Both creatures head for the gate, and Artios opens it by touching it with the egg.

- Go to Script i68.

i70

Artios stops fighting as she understands you are not here to hurt either Artios itself or the Umbra. The latter seems very important to the bright mystling.

Artios approaches the Umbra and nuzzles it tenderly. The Umbra stands up and hugs Artios with its long tail. Once the embrace is over, Artios returns to you. The Umbra follows it, but eyes you and your companions uneasily, but also curiously.

Artios looks at you. No, not exactly at you, but through you, and it discovers what has been biting you since the Earth Dragon Guardian's death. The mystling's emotional aura is open and waiting for your reaction. You feel its soothing embrace.

In your mind, you ask whether you can get rid of the alien presence. In response, you feel Artios's thoughts. It can tear the Dragon soul out and let it roam for years around the area until the Dragon is reborn. Or it could make an egg and pour the soul into it, but the vessel will be rather crude.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Artios* divider:** Add card **16** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Gain **Secret 68**.

Choose one:

- **Disperse the soul** – *The Dragon soul begins to wail when you think about it.* Go to Script i63.
- **Pour the soul into an egg made by Artios** – *It seems like a good way to free yourself and help the Dragon reborn.* Go to Script i69.
- **Or maybe...** (requires **Secret 12**) – *You have something in your backpack that might help. You place it on the dais...* Go to Script i49.

i71

Your backpack suddenly explodes, flinging you like a pebble to the ground. For a moment, you see the figurines – those you carry with you for weeks – hover above ground, shining brightly with a green light. Then, they shatter, emitting a powerful blast of earth and dark elements. Artios, surprised, is pushed back a few meters and visibly wounded.

Your mystlings are unharmed, fortunately. But your equipment was blown to smithereens.

- Discard **Secret 08**.
- Discard all Items and Equipment but 1 chosen card.
- Artios gains 5 💥.
- Close the Adventure Journal and start the Combat.

i72

Your mystlings are unconscious, and the mighty Artios is victorious. Radiating its rainbow sheen, the mystling nears you, and you take a step back until your back touches the dais. There is nothing you can do. No one can fight an opponent so powerful.

Artios sends you down with a lazy hit, and drives a claw into your hip. You scream with agony, but the mystling doesn't seem eager to attack you any further. It takes a step back and begins an unforgettable performance. All elements flow out of its body and mix with the element of the dark from the outside. They blend to create a net that falls down on you. A variety of sensations weigh you down: exhaustion, pain, despair. You also have a feeling that something is leaving your body through the wound on the hip, but you lose consciousness before you come to any conclusion.

When you come to, you feel empty, but your mind is wonderfully free. The alien emotions that have been plaguing you for so long are gone. The Dragon soul has left you. What's interesting, your wound is healed.

You see neither Artios nor the Umbra around. You reach your unconscious mystlings to wake them up. It is high time as the chamber is trembling and the ceiling is on the verge of collapse. You must flee, but which way?

You abruptly notice that the great wall is open now, and behind it, an entrance to a tunnel gapes in the muddy ground. There is no hesitation as you take the mystlings and run there.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Artios* divider:** Add card **16** a-side up to the Mystling Encyclopedia.
- Clear the Arena.
- Go to Script i65.

i73

Somehow, in the wilderness, you are found by Mildred. The ranger curses loudly when she sees you.

"Finally! Why are you straying in some abandoned swamp?"

You quickly explain. As your story progresses, her frown gets deeper.

"Are you for real?" She quickly regains composure and continues: "Nevermind. I was looking for you, because of Caerberg. I'm here on behalf of..."

If you **have** the "**Future of Caerberg**" part **4** status, go to Script i74.

If you **have** the "**Future of Caerberg**" part **5** status, go to Script i75.

If you **have** the "**Future of Caerberg**" part **6** status, go to Script i76.

i74

"...Slade. He wanted you to know that the city is doing great and you shouldn't worry about it. Full focus on your goal, right? Those are not just words, the city under his care is really in good shape. We also spoke with some of those odd folks, the fae.

"Slade wants you to consider helping them. And he has a gift for you. And now that I'm here... Let me accompany you."

You reject her offer. Despite everything she says about the city, you know she's needed there. And it will take her a long time to return. Not to mention all the terrifying events that you don't want her to be entangled with.

Reluctantly, she obeys. And you move on.

- If you **don't have Secret 73**, gain it. Otherwise, look through the entire Equipment deck and gain any 2 cards.
- Save the game or start another Scenario.

i75

"...Olin. He wanted you to know that he's protecting the city, and you don't need to worry. He really does a good job. People are safe. There are more guards, and Olin is already training more physicians if any catastrophe should happen.

"Olin has asked me to bring you a gift. And now that I'm here... Let me accompany you."

You reject her offer. Despite everything she says about the city, you know she's needed there. And it will take her a long time to return. Not to mention all the terrifying events that you don't want her to be entangled with.

Reluctantly, she obeys. And you move on.

- If you **don't have Secret 71**, gain it. Otherwise, look through the entire Equipment deck and gain any 2 cards.
- Save the game or start another Scenario.

i76

"...Hazel. She sent me to find you and give you this."

She hands you an expensive-looking item. You are still confused by Mildred's arrival, so you don't utter a single word.

"That's nice you ask," she says with a mean smile. "Caerberg's doing well under Hazel's unconventional rule. It looks like she treats the city the way she treats her shop. Strictly business. But with care and attention. Everything seems good, but I worry a little. That's not important right now. What's important, I'm here... Let me accompany you."

You reject her offer. Despite everything she says about the city, you know she's needed there. And it will take her a long time to return. Not to mention all the terrifying events that you don't want her to be entangled with.

Reluctantly, she obeys. And you move on.

- If you **don't have Secret 70**, gain it. Otherwise, look through the entire Equipment deck and gain any 2 cards.
- Gain 4 Silver.
- Gain 2 Items.
- Save the game or start another Scenario.

i77

Artios realizes you are not here to hurt either Artios itself or the Umbra. The latter seems very important to the mystling of light.

Artios approaches the Umbra and nuzzles it tenderly. The Umbra stands up and hugs Artios with its long tail. Once the hug is over, Artios returns to you. The Umbra follows it, but eyes you and your companions uneasily, but also curiously.

Artios looks at you. No, not exactly at you, but through you, and it discovers what has been biting you since the Earth Guardian's death. The mystling's emotional aura is open and waiting for your reaction. You feel its soothing embrace.

In your mind, you ask whether you can get rid of the alien presence. In response, you feel Artios's thoughts. It can tear the Dragon soul out and let it roam for years around the area until the Dragon is reborn. Or it could pour the soul into the egg you brought here.

- Clear the Arena.
- Gain **Secret 68**.

Choose one:

- **Disperse the soul** – *The Dragon soul begins to wail when you think about it.* Go to Script i63.
- **Pour the soul into the egg** – *It seems like a good way to free yourself and help the Dragon reborn.* Go to Script i49.

Looming Darkness

J0 Introduction

Moongur, a charming little town famous for its mines and blacksmiths, lies not far from where your memorable encounter with Artios took place. For you, though, it is not just a regular town. You were born and raised in Moongur. What is more, your aunt Christine, a gifted tamer, who taught you the basics of handling mystlings, still lives there. Since you moved to Caerberg for further training, you have always planned on going back home and paying her a visit, but there was never enough time.

Now you finally decide to head there, but unfortunately, for a different reason.

Your hometown is in danger.

One of those cursed portals opened nearby during the Eclipse, and you wish you had figured that out sooner. You hope there is still time to deal with the portal and save your beloved childhood town. But is that sensible? Maybe you shouldn't involve yourself in such a distraction...

Hints

Note: This Scenario is more difficult than the others. If you fail this Scenario, it influences the campaign in a negative way. On the other hand, if you manage to complete the Scenario, it has a positive impact. If you don't feel up to the challenge, it's better not to start this Scenario.

Combat: Powerful and resilient but slow Enemy.

Other: and Mystlings will be useful. There will be an option to fulfill your Young Emberling's Quest.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – read on:

– Choose ~~2~~ Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.

If you **have** the "**Light in the Shadow**" part **4** status, go to Script J28.

If you **have** the "**Eager Tamer**" part **3** status, go to Script J41.

Otherwise, go to Script J13.

J1

Alvin follows you into the smelter but stumbles on the doorstep.

"Greetings, boy," Christine says, then she looks at you and adds:

"What an adorable ward you have."

You try to explain that Alvin is actually your student and not just a ward, but Christine bursts out laughing and dismisses you with a wave. She pays no heed to Alvin's baffled face.

"Now, tell me everything. What have you been up to since you left?" she asks you, and you briefly tell her about your recent adventures. You also explain what the purpose of your visit is.

– Go to Script J4.

J2

If **token B** or a is in **slot II**, *your mystlings refuse to follow you toward the lake* – continue the Exploration.

Otherwise, read on:

There is a mechanical pump on the shore of the lake. The pump, visibly broken, is powered by a small brook.

Choose one:

- **Let your mystlings take a dip** – go to Script J12.
- **Examine the pump** – go to Script J6.
- **Leave** – continue the Exploration.

J3

Skuld follows you into the smelter. Christine comes up to the fey and, despite her protests, hugs her warmly.

"Your family came through without any problems," she says.

Her words sound surprising, but Skuld doesn't respond, visibly pensive. Your aunt looks at you.

"Now, tell me everything. What have you been up to since you left?" she asks you, and you briefly tell her about your recent adventures. You also explain what the purpose of your visit is.

– Go to Script J4.

J4

Christine is eager to share all the information you need.

Choose one:

- **Ask her about the portal** – ⌛. Go to Script J21.
- **Ask her what she thinks of the Eclipse** – ⌛. Go to Script J35.
- **Ask her about the Emberling** – go to Script J77.
- **Ask her what happened to her arm** – go to Script J106.
- **Leave** – continue the Exploration.

J5

The moment you enter the smelter, your aunt Christine looks up from her table. Recognizing you, she springs up, leaning on her right hand, but for some reason, her face twists with pain. However, she chases the pain away and beams up, looking at you.

You feel your emotions running high. Aunt Christine is the one who drew your attention to mystlings and taught you so much about them. A gifted tamer herself, she created an admirable bond with an Emberling, her own mystling. The townsfolk have always deemed her a little nutty, mostly due to her habit of talking to herself, but no one would say that to her face as Christine does a lot for the community, from powering the smelter together with the Emberling to keeping wild beasts at bay.

– Place **token A** in **slot III**.

If you **have** the "**Light in the Shadow**" part **6** status, go to Script J3.

If you **have** the "**Eager Tamer**" part **5** status, go to Script J1.

Otherwise, *you briefly recap your adventures and explain what the purpose of your visit is* – go to Script J4.

(See the art on the next page)

J5

J6

The pipes are full of holes, and most cogwheels are chipped. There are marks from sharp teeth all over the machinery. It all seems really complicated, and you know you will not be able to fix it. Maybe someone in the village may help?

Choose one:

- **Set a trap to catch the wrecker** (requires the "**Empathy**" part **6** status and **empty slot II**) – ⌛. Go to Script J9.
- **Leave** – continue the Exploration.

J7

You are standing before the entrance to a cave, and your thoughts run wild with expectation.

Choose one:

- **Enter the cave** – go to Script J86.
- **Leave** – continue the Exploration.

J8

If **token B** is in **slot I**, *after what has happened here, you don't even want to come close to the inn* – continue the Exploration.

If **token A** is in **slot I**, go to Script J20.

Otherwise, read on:

The windows of the inn are barred which is a surprise to you. The innkeeper definitely didn't bar the windows back when you were a kid.

You carefully step inside and let the memories envelop you. Oh, the stories the innkeeper used to spin, the smell of the fireplace, the treats you sometimes got. Good, old days.

The patrons, who have been talking quietly, eye you cautiously. Do they recognize you?

If you **have** the "**Light in the Shadow**" part **6** status, *when Skuld appears with you, people jump to their feet, anxious and alarmed. You must convince them that Skuld is a friend, however difficult that can be* – go to Script J15.

Otherwise, place **token A** in **slot I** and go to Script J20.

J9

You choose an interesting piece of machinery and leave it on display on the shore. Then you hide behind the pump. The wrecker seems to be partial to such gadgets, so it will be tempted to examine the machine part sooner or later.

After a while, you see a Siren leap out of the water. It crawls toward the pump, and when the mystling is close enough, you walk out of hiding.

- Setup Combat:
  - **Arena:** card **30**, map **5** – *The fight will be easier because you've set up a trap.*
  - **Enemy Siren:** cards **154**, **155**, and **156**.
  - **Major Corruption: E.**
  - **Modifiers:**
    - If you **have** "**Light in the Shadow**" part **6** status, *Skuld calls the Young Shadeclaw to her side, and they both launch a powerful attack against the Siren. Then, they step aside, giving you space to prove yourself.* The Siren gains 5. Before drawing cards to your slots, take the chosen card from your deck and place it in slot 4. Then, shuffle your deck.
    - If you **have** an Mystling, *it helped to prepare clever traps;* at the beginning of Combat, each player may Blink 3.
- Close the Adventure Journal and start the Combat.

J10

The defeat has taken a toll on your mystlings. The creatures are battered and shaken. You don't think they will find the courage to come close to the shore of the lake again.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ♥.
- Gain 1 Fatigue.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Add a **Siren** Tier card to Random Combats.
- Clear the Arena.
- Place **token B** in **slot II** – *your mystlings refuse to go near the shore of the lake.*
- Continue the Exploration.

J11

There are billows of smoke around the smelter chimney, but years ago, the smoke was much denser. You spot the Emberling napping in front of the building. It seems bulkier than before – it must have grown while you were away.

Choose one:

- **Enter the smelter** – if **token A** is in **slot III**, go to Script J4. Otherwise, go to Script J5.
- **Approach the Emberling** – go to Script J14.
- **Leave** – continue the Exploration.

J12

If **token A** or a is in **slot II**, *the mystlings spend some time in the water, enjoying the break and absorbing the energy of the element;* gain 2 , , and continue the Exploration.

If you **have** the "**Empathy**" part **6** status, *you remember what the engineer told you, and you decide that it's better to avoid confrontation with the Siren in deep waters;* go to Script J2.

Otherwise, read on:

The mystlings are splashing in the shallow water when one of them disappears abruptly under the surface, most likely pulled under. You react at the last possible moment – you grab the creature and haul it out of harm's way, bruised and scratched. You spot a dark shape in the water flitting away close to the bottom.

– Choose one of your Mystlings, if it is a **Mystling** it gains 2. Otherwise, it gains 4.

Choose one:

- **Chase the dark shape in the water** – go to Script J32.
- **Quickly leave the water** – go to Script J2.

J13

Located among meadows and birch woods, the town of Moongur seems to be the epitome of happiness. It is made up of eighty households built in a circle and inhabited by families of miners, farmers, and hunters, all living in harmony. You see no walls and no gates.

This is where you grew up. This is where you got interested in taming.

Your heart beats faster, but soon you notice signs telling you that the town is not a cheerful community anymore. The doors are stronger than you remember, and the windows are equipped with hefty shutters. There is no happy racket in the streets, and instead, you sense tangible distress.

The source of the anxiety looms above. There is a huge, vibrating portal on the slope of a hill that cracked under its weight. A part of the portal must have slid into the crevice, and it is not visible.

This is your goal. You must close the portal to keep Moongur safe.

– Open **Map 20**.
– Place **Secret 48** face down in the Event slot. Set to 3 – *time is a precious resource.*
– Begin the Exploration.

J14

You know this mystling. It is the Emberling bonded with your aunt Chrisitine. The creature recognizes you. It raises its head and welcomes you with a pleasant, soft tweet, surprising in a beast its size. You approach it to stroke its back and see that the creature has a broken wing.

Choose one:

- **Try to train your Young Emberling** (only if you **have Young Emberling**) – go to Script J19.
- **Examine the Emberling's wing** – go to Script J16.
- **Leave** – go to Script J11.

J15

You try to convince the suspicious patrons that Skuld is not a threat.

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .
If you have the "Local Hero" part 3 status, once per Test: You may discard a card you just drew.

5 or less	*You fail, and both of you are thrown out of the inn. Its door shuts for you forever, and Skuld is livid.*	Place **token B** in **slot I**. Continue the Exploration.
6	*Your attempts to placate the people fail, and both you and Skuld are thrown out of the inn. There is no coming back here. Skuld is livid, and your mystlings got battered in the scuffle.*	Each Mystling gains 1. Place **token B** in **slot I**. Continue the Exploration.
7	*Some patrons recognize you, and the people are convinced by some of your arguments. Their attitude to fae hasn't changed much, but at least the situation is under control.*	Place **token A** in **slot I**. Go to Script J20.
8 or more	*Your attempts to placate the people fail, and both you and Skuld are thrown out of the inn. There is no coming back here. Skuld is livid, and your mystlings got battered in the scuffle.*	Each Mystling gains 2. Place **token B** in **slot I**. Continue the Exploration.

J16

The Emberling reluctantly allows you to touch the injured wing. Upon examination, you understand that something is affecting the healing process, and holding up the regeneration. You look at the portal and sigh with resignation. It must be the invisible influence of that wretched doorway to another world.

– Go to Script J14.

J17

People are scared, and they are reluctant to leave their barricaded homes unless they really must. The countryside seems to be terrorized by a creature, or creatures, who leave the portal to feed on sheep or even people, mostly at night. The locals believe that it must be the Alukahs, but you find this difficult to accept. Those creatures have been living high in the mountains for centuries, and they are indeed known to catch sheep every now and then, but they have never been so aggressive. And they have never attacked humans.

What is more, the portal cut off a part of the mountain and caused an avalanche to slide down. You do not understand the forces behind such phenomena. You feel disturbed and close to helpless.

– Go to Script J26.

J18

You halt before the entrance to the mine. There is a minecart loaded with slabs of iron. A man is resting on the grass next to it.

Choose one:

- **Enter the mine** – go to Script J50.
- **Approach the man** – go to Script J45.
- **Leave** – continue the Exploration.

J19

Your young Emberling comes close to the mature one and timidly shows it the egg under its care. The older Emberling demonstrates how to keep it warm using the power of the fire element.

Some time passes, and the shell chips off to make way for the hatching mystling, minute yet full of energy.

Your Emberling sees that, and the event changes it rapidly. The mystling's muscles get thicker, the tail and the neck longer. It has visibly grown to be able to take care of the younger, fragile sibling. You smile as you see affection in the eyes of all three mystlings.

– Place the Young Emberling Ability card, Young Emberling Stat card, and all Young Emberling Action cards behind the *Locked cards* divider.
– ***Emberling* divider:** Take cards **57**, **61**, and all Emberling Action cards. They replace the **Young Emberling** during this and following Scenarios.
– ***Emberling* divider:** Add cards **60** a-side up and **59** b-side up to the Mystling Encyclopedia.
– You may perform the Deck Construction for the Emberling.
– Go to Script J14.

J20

The mood is not good. A few people who have taken a break from work look at the dark shape of the portal through the window or try to focus on the food to forget the menace. You also spot a lonely man staring at a diagram of some machine, despair clear in his eyes.

Choose one:

- **Talk to the innkeeper** – ⌛. Go to Script J26.
- **Buy food for your mystlings** (spend 3 Silver) – Heal 5 or discard 2 Fatigues.
- **Approach the lonely man** (only if there is **no token B** in front of you) – Go to Script J31.
- **Leave** – continue the Exploration.

J21

"The portal appeared during the Eclipse," Christine says. "Its appearance damaged the slope of the mountain and caused an avalanche. I tried to seal the gap by directing a ray of power at it, but the portal reflected all energy like a mirror would. We got injured."

She pauses and thinks.

"I don't know, but," she begins. "But maybe we should enter the portal and close it from inside? I would have already done it, but my sole responsibility is the protection of the town, and I cannot leave it. Of course, I don't recommend climbing such an unstable mountain, but perhaps there is an underground passage there. You know what? You can talk to Auberg, our blacksmith. Remember him? Auberg may know more about tunnels, but... Well, he and I are not exactly on friendly terms anymore because now my Emberling cannot help him recast metal ores."

– Go to Script J4.

J22

Hidden script

As you look at the remote, pulsating portal, you notice a flaw in it. A part of the portal vibrates in a less regular pattern as if the portal had slightly shrunk there. It is an interesting find indeed.

- Gain the "**Portal Knowledge**" part **1** status.
- Continue the Exploration.

J23

Trying to find the way groping blindly will get you nowhere.

- ⌛.
- Continue the Exploration.

J24

"Oh, Stan," Auberg sighs. "He is a hard-working boy, but also a dreamer. An incurable one! I bet someone has told him some stories, and the boy went on an adventure."

His forehead creases with worry.

"I hope he is fine. And I wish he hadn't crawled into that wretched black hole," he adds, looking out of the window. "Please, let me know if you find him. I will make it up to you."

- Gain the "**Someone's Missing**" part **1** status.
- Go to Script J34.

J25

If **token A** or **B** is in **slot V**, *there is nothing for you to look for;* continue the Exploration.

Otherwise, read on:

A lush green pasture spreads before your eyes. A flock of sheep is grazing peacefully, the air filled with their bleating. You have been here many times before, and you remember the old shepherd who took care of the animals. He was so fond of them. He remembered every single sheep by name but had a hard time trying to recognize anyone in the village. He must be ancient now. Is he still doing his job? And if so, where is he? In his cottage, maybe?

Choose one:

- **Approach the sheep** – go to Script J42.
- **Knock on the door of the cottage** – go to Script J44.
- **Leave** – continue the Exploration.

J26

The innkeeper recognizes you almost instantly.

"I can't believe you came back!" he exclaims. "What is the outside world like, eh? Pretty depressing, I figure? I always thought it was a mistake to leave good, old Moongur."

He blabbers on, visibly confused by your adult appearance. You interrupt the flow of meaningless words to explain that you are alarmed by the portal and you want to save the town, and then other places in need.

"Oh, you aren't staying, are you?" he says with a gloomy expression.

Choose one:

- **Ask him what the situation in the town is like** – go to Script J17.
- **Ask him about the portal** – go to Script J33.
- **Leave** – go to Script J20.

J27

You sit down and sigh with satisfaction, stroking your mystling's back. The creature is still shaking after the combat, but its eyes flash. Yes, it did show its class. The Siren is not going to come back.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Add a **Siren** Tier card to Random Combats.
- Clear the Arena.
- Place **token A** in **slot II** – *The engineer's problem is solved, and he should learn about it.*
- Continue the Exploration.

J28

Since you helped Skuld in the desert tower, she has joined you on a few occasions and still says that she owes you.

"I wish to go with you to Moongur," she decides. "I want to help people of your blood."

Well, it is awkward to reject someone willing to assist you, but you are not sure how the locals will react upon seeing a fey. And with a terrifying Young Shadeclaw, on top of everything else! What if they connect her to the open portal?

– If you **have** the "**Eager Tamer**" part **3** status, *Alvin is not particularly fond of Skuld. He doesn't trust her, and he blames her for everything that happened in Caerberg. The boy keeps close to you and intently listens to everything you say.*

Choose one:

- **Reject Skuld's offer** – *It is only your responsibility to take.* If you **have** the "**Eager Tamer**" part **3** status, go to Script J41. Otherwise, go to Script J13.
- **Let Skuld join you** – gain the "**Light in the Shadow**" part **6** status. If you **have** the "**Eager Tamer**" part **3** status, go to Script J41. **Otherwise**, go to Script J13.

J29

The noise of the local smithy can be heard from afar. As a kid, you were fascinated by the symphony of pounding hammers and seething steel, but Auberg, the main blacksmith, didn't want any outsiders hanging around while he was at work. In other words, you rarely visited the workshop, so you doubt he will recognize you.

Choose one:

- **Enter the smithy** – ⌛. Go to Script J36.
- **Leave** – continue the Exploration.

J30

"We haven't been doing fine since the Eclipse," the innkeeper says. "The Alukahs, which had always pestered the sheep flock, recently became more aggressive and daring. They even attack people and venture closer to the town than ever before, especially at night. But that is not all."

He lowers his voice and adds:

"Some people saw the Alukahs leave that portal. It is too disturbing to ignore. No wonder many of us have decided to flee, leaving some of ourbelongings behind, and those who are still here never part with their weapons. Who knows what else that portal can spit out."

– Go to Script J26.

J31

If you **have** the "**Local Hero**" part **4** status, *the engineer thanks you one more time for your help with the Siren, but he cannot do anything else for you;* go to Script J20.

If you **have** the "**Empathy**" part **6** status and **slot II** is **empty**, *the engineer smiles and asks you to return when you manage to deal with the Siren;* go to Script J20.

If **token A** is in **slot II**, go to Script J39.

If **token B** is in **slot II**, *you tell the man that you can't help him any more. Your mystlings have suffered and they refuse to come close to the lake. The man nods sadly, but with understanding;* go to Script J20.

Otherwise, read on:

The man looks up as you join him at his table. He smiles wearily but beams when you introduce yourself as a tamer.

"A tamer?" he says eagerly. "This is some good news! I am the local engineer, and I think I need your help! Listen, for years I've been building pumps to supply the smelter, the smithy, and the pastures with water. For obvious reasons the pumps had to be installed on the shore of the lake, and this is where the trouble begins. The lake, you see, is inhabited by a flock of incredibly vicious Sirens which keep damaging the machines. They have, by nature, strong teeth, so they bite the cogwheels and puncture pipes. There is no way to stop them, and the entire village has no water. Do you think you can help us get rid of them?"

If a 🌀 is in **slot II**, go to Script J39.

If a 🔵 is in **slot II**, *you tell the man that you can't help him any more. Your mystlings have suffered, and they refuse to come close to the lake. The man nods sadly, but with understanding;* go to Script J20.

Otherwise, choose one:

- **Agree to help** – gain the "**Empathy**" part **6** status. Go to Script J20.
- **Refuse to help** – *You have more important issues to tackle.* Place **token B** in front of you. Go to Script J20.

J32

You chase the dark shape into the shallows. The creature jumps out of the water, and you recognize it immediately. It is a Siren. The mystling gives you a look of fear and hatred. A heartbeat later, the creature turns around and speeds toward you.

– Setup Combat:

- **Arena:** card **29**, map **5**.
- **Enemy Siren:** cards **154**, **155**, and **156**.
- **Major Corruption: E.**
- **Modifiers:**
  - If you **have** "**Light in the Shadow**" part **6** status, *Skuld draws the attention of the Siren, giving you a moment to prepare for a fight. When the Siren attacks her, she swiftly dodges and retreats, giving you a chance to shine;* before drawing cards, take a chosen card from your deck and place it in slot 4. Then, shuffle your deck.

– Close the Adventure Journal and start the Combat.

J33

"People are scared of the portal," the innkeeper admits. "Nobody understands its nature, and people fear that it will soon spawn other hideous scourges. Your aunt Christine, along with her Emberling and some other mystlings, tried to close it, using the power of elements, but she failed. The portal is still there, and Christine refuses to talk about it. What's more, she doesn't look too good recently. Perhaps she will be happy to see you, though, and share a few secrets with you privately?"

– Go to Script J26.

J34

Auberg keeps hammering in the smithy, but he puts the tools away when you enter the building.

"What do you want?" he asks, wiping the sweat from his forehead. Then he raises his eyebrows in surprise.

"Oh. It's you. Interesting. Anyway, whatever brings you here, make it quick. My assistant has been missing for the last two days, and I am on my own here. And folks keep pestering me to make metal nails and other things to reinforce their sills and roofs. Everyone is scared of the flying ghosts of the portal or whatever they call them. The creatures seemingly perch on the roofs at night."

Choose one:

- **Ask if he has tools to sell** (spend 4 Silver) – take Equipment deck, draw all cards with and place them in front of you. Gain 1 of them. Shuffle the rest back to the Equipment deck. Choose again.
- **Ask about the portal** – go to Script J38.
- **Ask what happened to the assistant** – go to Script J24.
- **Leave** – continue the Exploration.

J35

"The Eclipse?" Christine asks. "Oh, it was a terrible moment indeed."

She raises her hands to the sky.

"Suddenly, I saw a ghastly face superimposed on the sun, and then dark clouds came to smother the blue of the sky. The clouds were dense, but I clearly saw the sinuous bodies of star-eating Dragons among their billows. The earth shook, and the air smelled of dead forests."

Huh?

– Go to Script J4.

J36

If you **have** the "**Eager Tamer**" part **5** status, *you ask Alvin to wait for you. Auberg hates company, and the smithy is not big enough for three people anyway;* go to Script J34.

If you **have** the "**Light in the Shadow**" part **6** status, *you ask Skuld to wait for you. You explain that Auberg is rather weird and he may react in an unpredictable manner. Skuld scoffs but obeys;* go to Script J34.

Otherwise, go to Script J34.

J37

The Siren eyes you with interest and suddenly lurches forward to brush your leg. Then it makes a soft sound, and its eyes flash joyfully. Did it just decide that working with you might be more interesting than vandalizing machines? Well, the bond has been made.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Add card **156** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **154** and **158** with all the Siren Action cards (6) behind the *Party* divider.
- Place card **155** behind the *Removed* divider.
- Clear the Arena.
- Place **token A** in **slot II** – *The engineer's problem is solved. You should inform him about it.*
- Continue the Exploration.

J38

"The portal?" Auberg smiles. "People in the town are superstitious and easily scared so I am glad you approach the problem rationally. Well, some of us have already tried to solve the problem of the portal, but in secrecy, of course, so as not to cause an uproar. Bernard the miner, for instance. A smart fellow, you know? Don't tell anyone, but he has dug a tunnel to get to the lower part of the portal. The underground part of the portal indeed seems thinner and weaker. Perhaps it is penetrable. Perhaps you could get to the "other side" of it, provided it really exists. Go to Bernard and tell him I sent you."

- Place **token A** in **slot IV** – *Bernard can tell you how to reach the underground part of the portal.*
- Go to Script J34.

J39

You inform the engineer that the Sirens will not damage the pump anymore.

"Great," the man sighs with relief. "Now I can fix it once and for all. I will do it tomorrow, though. I am too run-down to even go there, let alone repair the machinery. Here, take this. It is for your effort."

He gives you a small tool that resembles a pocket knife, but it is equipped with a lot of small cogwheels. The tool, strangely enough, seems to vibrate with power.

"I received it from a traveler," the engineer explains. "I tried to figure out what its purpose is, and I gave up because I have never seen such technology. It may be that the knife has something to do with the portal because it has been acting weird since it opened. And, as you came here to close the gap, the tool should belong to you."

- Place a ◈ in front of you – *You received a mechanical item vibrating with strange power. It may come in handy in the future.*
- Gain the "**Local Hero**" part **4** status – *Thanks to you, the pump can be fixed.*
- Continue the Exploration.

J40

If **token B** is in **slot VI**, go to Script J55.

Otherwise, read on:

You suddenly get second thoughts. Have you really taken the right course of action? Is closing the portal truly the most important issue to deal with now? Perhaps there are more pressing matters in your shattered, crumbling world?

- Gain 1 Fatigue.
- Place **token B** in **slot VI**.
- Place **Secret 48** (it's the Secret you just revealed) face down in the Event slot. Set ⧗ to 3.
- Continue the Exploration.

J41

If you **have** the "**Light in the Shadow**" part **6** status, *"I am done cooperating with the enemies," Alvin says, pride and perseverance shining in his eyes. "I have found myself a more worthy challenge. I am taking my Young Gaiadon and going north where we last saw the Dragon;"* go to Script J13.

Otherwise, read on:

Alvin joined you soon after you left the underground temple sunk in the swamp. You have shared with him a lot of things you know about Artios, and now the boy doesn't want to leave your side. He is sure that you are the best teacher he will ever find.

The world is a dangerous place, and you don't want the boy to risk his life. On the other hand, you have watched him grow and become stronger. Perhaps he is already a useful ally?

Choose one:

- **Let Alvin join you** – gain the "**Eager Tamer**" part **5** status. Go to Script J13.
- **Tell Alvin to stay out of it** – *It is your responsibility and yours only. The boy must stay away from danger.* Go to Script J13.

J42

The sheep run away from you. They have never been the bravest farm animals in the world, but this flock seems particularly fearful.
It doesn't escape your attention that one of the sheep has a nasty wound on its side.

– Go to Script J25.

J43

You look through the spyglass and watch the gloomy, reddish landscape of the Shadow Realm with its jagged rocks and abandoned ruins. Among the shadows, you spot a few moving mushroom-like creatures.

If you **have** the "**Eager Tamer**" part **5**, go to Script J107.

If **token B** is in **slot I**, go to Script J87.

Otherwise, *the spyglass is an ancient thing and looks like it is about to break any second;* place **token B** in **slot I** and continue the Exploration.

J44

An ancient, fragile man opens the door, hands shaking. He gives you a long, suspicious look, and his watery eyes flash with recognition.
"I remember you!" he utters in a dry, senile voice. "You were the tamer's apprentice once, weren't you? Can you help me? Martha is in mortal danger."
You realize he is referring to one of his sheep.
"Some shadowy creatures attack my flock from above!" the old man explains emotionally, his voice trembling. "Martha is their latest victim! I managed to chase those beasts away, but they hurt her! They hurt her badly!"
The old man babbles on, and you realize that the injured sheep was too frightened to let the shepherd help her, and it ran away. Its fear spread and the other animals are also scared to death.
"Help me," the old man begs you. "Catch Martha for me! I must tend to her wounds."

Choose one:

- **Agree** – *Well, it is gonna take some time.* Go to Script J46.
- **Refuse** – *You have no time for catching sheep.* Place **token B** in **slot V**. Continue the Exploration.

J45

The man has broad shoulders and a dirty face. He stands up and smiles.
"I'm Bernard," he says and shakes your hand. "A miner. What brings you here?"

Choose one:

- **Ask what the situation in the mine is like** – go to Script J58.
- **Ask him to allow you to enter the mine** – go to Script J49.
- **Tell him that Auberg sends you** (only if **token A** is in **slot IV**) – go to Script J51.
- **Leave** – go to Script J18.

J46

The old shepherd claps with joy and drags you out to show you which sheep to catch. Well, you have a lot of experience with taming mystlings, but sheep are a different type of challenge. They bleat with terror and run away when you approach. There is no other way but to use the mystlings to round Martha up.

– Perform the Test.

, **at the start of the Test:** You may look at the top 3 cards of your deck. You may discard any number of them. Return the rest in a chosen order.

At the end of the Test: If you **have** at least 2 , .

If you have the "Eager Tamer" part 5 status, twice per Test: You may discard the card that you just drew – *it appears that Alvin knows a great deal about the behavior of sheep.*

8 or less	*You have underestimated the speed of sheep. Catching Martha takes a lot of time.*	. . Go to Script J48.
9	*You have managed to catch Martha, but it took some of the time*	. Go to Script J48.
10	*You have managed to catch Martha.*	Go to Script J48.
11 or more	*You have underestimated the speed of sheep. What is more, the flock is about to panic and stampede. The shepard beckons you to stop and lowers his head in resignation.*	. Gain 1 Fatigue. Place **token B** in **slot V**. Continue the Exploration.

J47

This is the way to leave Moongur. It will hurt to leave your beloved hometown in peril, but if you spend too much time here, you may miss other, more crucial events.

Choose one:

- **Leave the town** – this ends the Scenario. Go to Script J62.
- **Stay in the town** – continue the Exploration.

J48

You have caught Martha. The shepherd focuses on the poor animal, forgetting about you.

"There, there," he says soothingly, dressing the twitching sheep's wound. "You're gonna be fine, Martha. Poor thing. Those shadows from the sky... Oh, don't we hate them. Hey!"

The old man stops to fish a wooden whistle from his pocket. He looks at you.

"I have found a way to frighten those predators away. They have an acute sense of hearing which can be used against them. Take it! I am carving another one for myself!"

You blow the whistle, but there is no sound. You look at the old man in confusion, but he only gestures for you to leave.

"It works, believe me. Now, leave, please. Martha needs to rest."

- Place an in front of you.
- Place **token A** in **slot V**.
- Continue the Exploration.

J49

"The mine is open." Bernard shrugs his shoulders. "You don't need permission to enter. You look smart, so I guess you know what you're doing. Just don't touch the supporting beams or any other gear you find on the way."

- Go to Script J45.

J50

You enter the mine and follow long, lamp-lit corridors. You are amazed by the number of side corridors. A person without a map and a clear goal could get lost here for days.

Choose one:

- **Go deeper into the mine** – go to Script J57.
- **Leave** – continue the Exploration.

J51

"Auberg has sent you?" Bernard asks. "Well, if he has trusted you, so will I. I had a theory, you know? I believed there could be a lot of valuable mineral deposits on the other side of the portal. I thought I could somehow go through it and start mining, but... Let's say, I didn't have the courage to cross the barrier. And I think the profit isn't worth the risk. Now I wish someone could close that damned portal."

You explain that this is your plan. Bernard sighs with relief.

"All right. I know how to get there. Listen closely. Enter the mine and follow the minecart tracks. Then turn into the corridor with a lot of fluorescent fungi and follow the brook you will find there."

- Go to Script J45.

J53

The Siren shrieks and desperately plunges toward deeper water to disappear without a trace. For a split second, you see the dark shape flit in the water and sigh with relief. Its defeat was unquestionable, and your experience with mystlings tells you that it is not coming back here any time soon.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Add a **Siren** Tier card to Random Combats.
- Clear the Arena.
- Place a in **slot II**.
- Continue the Exploration.

J54

Your mystlings run back to you, splashing water, battered and scared. The victorious Siren howls triumphantly, proclaiming its dominance. You don't think you can convince your mystlings to come close to the lake again.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Add a **Siren** Tier card to Random Combats.
- Clear the Arena.
- Place a token in **slot II** – *your mystlings refuse to approach the lake again.*
- Continue the Exploration.

J55

You realize that you are wasting your time here. As much as you love Moongur, you cannot spend another hour here. You must leave your hometown and head out to deal with more important matters.

- Gain the "**Consequences**" status.
- End the Exploration.
- If you **have** the "**Light in the Shadow**" part **6** status, *Skuld is visibly sad that you didn't manage to help your village. She pats you on the back. "You tried. You're a good person. But now, I must also go and return to my people. Until we meet again."*

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 10** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 less for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

J56

The Siren rolls away from the fight, peering at you intently. It is no longer aggressive, and its behavior is more timid, and laced with curiosity. You come closer and hesitantly put your hand on its wet back. The Siren chirps, but doesn't thrash or pull back. Interesting... It can be tamed, it seems.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Siren* divider:** Add card **157** a-side up to the Mystling Encyclopedia.
- Add card **156** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **154** and **158** with all Siren Action cards (6) behind the *Party* divider.
- Place card **155** behind the *Removed* divider.
- Clear the Arena.
- Place a in **slot II**.
- Continue the Exploration.

J57

The exploration of the upper tunnels leads you nowhere. It is time to descend deeper into the mine.

- Gain **Secret 52** and place it on the Map so that it connects to the mine entrance and covers Script J18.
- Gain **Secret 41**.
- Continue the Exploration.

J58

"None of our mines are doing fine," Bernard admits. "Nobody talks about it yet, but we are slowly running out of accessible resources, and digging deeper is dangerous even in normal times. And now? Nobody wants to work. People are too scared to leave their homes. They barricade themselves in and dwell on some trumped-up stories about flying night Dragons. Irritating superstitiousness. Eclipse? Portals? All right, the world is changing, but we must adapt and live on."

- Go to Script J45.

J59

Your mystlings release a stream of power, but the portal seems to reflect it like a mirror. The creatures tire quickly, and you come up with another idea. What if you do the same, but from the other side?

- You may spend 2 . If you don't, each Mystling gains 1 Fatigue.

If you **have** the "**Light in the Shadow**" part **6** status, go to Script J68.

Otherwise, go to Script J66.

J60

"I know little about portals," Skuld says. "Only the basic things. I went through one to enter your world, but it was as complicated as going from one room to another. More ticklish, perhaps. I also saw a Dragon closing the Caerberg moon gate by hitting it with a stream of energy. But it was a Dragon. You don't have such power."

You ask her about the Shadow Realms, and she shrugs.

"It's rather empty, except for all those murderous creatures willing to eat you alive. You won't find more fae there. Most of us have gathered around several crucial portals to enter your world once the havens are ready."

You want to know what the havens are, but she refuses to tell you.

- Go to Script J68.

J61

You turn into a side corridor, but after a few hundred steps, you come across an impassable heap of debris. What a waste of time.

- .
- Continue the Exploration.

J62

You leave Moongur burdened with guilt. Nonetheless, you think you have reached the right decision. The dark, menacing portal is still vibrating behind your back, but there are far more pressing matters than the future of a little town, and none of them will vanish on their own.

- If you **have** the "**Light in the Shadow**" part **6** status, *Skuld is visibly sad that you didn't manage to help your village. She pats you on the back. "You tried. You're a good person. But now, I must also go and return to my people. Until we meet again."*

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 10** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 less for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

J63

Abruptly, Alvin passes you, clearly fascinated by the portal. He comes close to it and touches its surface, but the portal suddenly begins pulling him inside. You lurch forward and grab Alvin's hand, but the portal appears much stronger than you. Before you notice, both of you are dragged to the other side. Your loyal mystlings follow.

- Go to Script J72.

J64

If you **have** an Mystling, *your mystling tugs your sleeve. You look at it surprised. It doesn't want you to go there. You decide to trust it, and you return to the junction before;* continue the Exploration.

Otherwise, read on:

You follow the main corridor of the mine until you come across a selection of mining equipment and a mining wall. It is a dead-end, though, and you must turn back.

- .
- Continue the Exploration.

J65

You can't stand this place. You don't belong here, and suddenly, driven by strong emotions, you abandon your mission and climb toward the portal to leave the other dimension as quickly as possible.

– Go to Script J76.

J66

You have reached a vibrating wall of darkness, and you realize this is the portal's underground part. You feel fascination blended with disgust waking in you.

If you **have** the "**Light in the Shadow**" part **6** status, go to Script J68.

If you **have** the "**Eager Tamer**" part **5** status, go to Script J63.

Otherwise, read on:

Choose one:

- **Examine the portal** – go to Script J73.
- **Tell your mystlings to attack the portal with their power** – go to Script J59.
- **Enter the portal** – go to Script J72.
- **Follow the corridor back to the surface** – ⌛. Discard all Secret cards from the Map. Discard **Secret 41**. Continue the Exploration.

J67

If you **have** an Mystling, *your mystling tugs your sleeve. You look at it surprised. It doesn't want you to go there. You decide to trust it, and you return to the junction before;* continue the Exploration.

Otherwise, read on:

The tunnel becomes more and more narrow until you are not able to squeeze onward. Unfortunately, you are forced to turn back.

– ⌛.
– Continue the Exploration.

J68

Skuld smiles upon seeing the portal. She moves her hand toward it, and the wall of darkness begins to vibrate lightly as if in response. Her Young Shadeclaw, on the other hand, stays away and seems extremely disgruntled.

"This moon gate will take you to the place you call the Shadow Realm," she says. "The transition is not particularly dangerous, but I am not going there with you. The so-called Shadow Realm was the exile for my people for too long, and it took us a lot of time and effort to get out of there. Whatever your plan is, you do it alone. And what is on your mind?"

Choose one:

- **Examine the portal** – go to Script J73.
- **Tell your mystlings to attack the portal with their power** – go to Script J59.
- **Go through the portal** – go to Script J72.
- **Ask Skuld for advice** – go to Script J60.
- **Follow the corridor back to the surface** – ⌛. Discard all Secret cards from the Map. Discard **Secret 41**. Continue the Exploration.

J69

You are in the main corridor of the mine. Daylight is only a few steps away.

Choose one:

- **Return to the surface** – *You will get back to the town.* Discard all Secret cards from the Map. Discard **Secret 41**. Continue the Exploration.
- **Stay in the mine** – continue the Exploration.

J70

The tunnel keeps winding into the dark, and soon you reach another fork.

– Gain **Secret 54** and place it on the Map so that the corridors with railways connect.
– Continue the Exploration.

J71

You follow the corridor until you meet a wall of solid rock. There is no other way, and sadly, you must turn back.

– ⌛.
– Continue the Exploration.

J72

The portal throws you to the other side, and, to your horror, there is no solid floor there! You fall, screaming and tumbling in the air, your stomach turning, until you hit the surface of the water. You hurriedly crawl out of it, shocked and confused, but otherwise unscathed. The mystlings haven't suffered, either.

You have ended up in a shallow pool in the Shadow Realm. The moonless sky is dark with smudges of purple, and the air tastes acrid. The pond is in a valley surrounded by mountains, and all around, you see nothing but empty wasteland. The only noticeable detail is a weird-looking tower on the horizon.

The portal still pulsates above your head, but on this side, it seems different, more fragile. It also doesn't appear so dark – it gleams and shines.

You look around and notice a steep slope you could climb to reach the portal. Perhaps you could close it and still jump to the other side?

- Discard **Secret 41**.
- End the Exploration.
- Open **Map 21**.
- If **token B** is in front of you, discard it.
- Place **Secret 51** face down in the Event slot. Set to 2 – *The atmosphere of the Shadow Realm is thick. You feel the elements behaving differently than in your world. You don't want to think how uncomfortable your mystlings must feel. You better not waste any time.*
- Begin the Exploration.

J73

You look at the portal, scanning its edges carefully. You order your mystling to use a tiny amount of elemental power to see how the portal reacts – it glimmers slightly. One point does not. It's dull and still. Maybe it points toward a flaw, a weak point. You wonder how to use it when you hear a yelp from your companion – it seems exhausted as if the portal sapped its strength during this short interaction. You take few steps back to plan your next move.

- Gain the "**Portal Knowledge**" part **3** status.
- Each of your Mystlings gains 1 Fatigue.

If you **have** the "**Light in the Shadow**" part **6** status, go to Script J68.

Otherwise, go to Script J66.

J74

You follow the tunnel until you see another fork.

- Gain **Secret 55** and place it on the Map so that the bottom corridor with mushrooms on this Secret connects to the corridor with Script J74.
- Continue the Exploration.

J75

If **token B** is in **slot II**, go to Script J65.

Otherwise, read on:

Your mystlings worry you – they seem weaker and even feeble. What is more, the portal begins to vibrate in an alarming manner. Fear rises in your heart, and suddenly you only want to leave this land for good.

- Place **token B** in **slot II**.
- Place **Secret 51** face down in the Event slot (it's the Secret you just revealed). Set to 3.
- Continue the Exploration.

J76

Exhausted and battered, you crawl through the portal, almost completely worn-out. As you lie helplessly on a mountain range, you hear a screech high above, and you see an Alukah landing nearby. The creature looks hostile.

- Gain the "**Consequences**" status.
- Setup Combat:
  - **Arena:** card **1**, map **2**.
  - **Enemy Alukah:** cards **1**, **2**, and **3**.
  - **Major Corruption: F**.
  - **Modifiers:**
    - If you **have** the "**Eager Tamer**" part **5** status, *Alvin's Young Gaiadon distracts the Alukah for a moment, giving you time to plan your next move;* Search 5.
    - If you **have** an , place it on the Enemy sheet, *the whistle you got from the shepherd is indeed distracting the mystling;* you may spend the anytime during this Combat to deal Silence and Weak in any range.
    - If **token A** is in **slot III**, *you know that Alukahs like baubles;* you may spend 1 Silver to move the Alukah by up to 2 spaces.
- End the Exploration.
- Close the Adventure Journal and start the Combat.

J77

"My Emberling's best days are over," Christine admits. "The mystling is getting old and more tired with every passing month. The townsfolk got comfortably used to the fact that the Emberling has been powering the forge for years, and nobody seems to remember that it is not a machine, but a living creature. And there is worse news, too. As we were trying to close the portal, the Emberling hurled all its power at it. Alas, some of the power bounced off the portal and hit his wing. It has been some time and the poor wing isn't healing so far, and I am beginning to have a bad feeling about it."

– Go to Script J4.

J78

The grass in front of you emits red light. Amazed, you bend to carefully touch the blades, and then you cautiously step onto it. You are fascinated by the plants of the Shadow Realm and you cannot believe how they thrive in such difficult conditions.

– Continue the Exploration.

J79

You reach the top of the observatory and freeze in awe as majestic scenery unfolds. You see black, jagged rocks, their shapes ominous against the dark red, moonless sky. Some rocks radiate eerie, pulsating light, making it easy to see the lofty, crumbling remains of once-haughty towns.

Your attention is drawn to the tower with a weird-looking object on the top. It resembles a spyglass, and it seems broken, but who knows? Maybe it is fixable?

Choose one:

- **Try to fix the spyglass** – go to Script J90.
- **Leave** – continue the Exploration.

J80

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .

Mystling, once per Test: You may discard a card you just drew.

, once per Test: You may discard a card you just drew.

5 or less	*You find a silver earring.*	Gain 1 Silver. . Continue the Exploration.
6	*You have found a useful item.*	Discard 4 cards from the Equipment deck. Gain all cards with discarded this way. Continue the Exploration.
7	*You have found an odd, dented part that may have fallen from the top of the tower.*	If there is **no token A** in front of you, place **token A** in front of you. Continue the Exploration.
8 or more	*You're getting tired. Your companions, too. Shadow Realm isn't a place for anyone sane.*	Gain 1 Fatigue. Continue the Exploration.

J81

There are a lot of interesting items and their parts at the foot of the tower. The spot resembles a scrapyard. There could be something useful here.

Choose one:

- **Look for something noteworthy** – . Go to Script J80.
- **Leave** – continue the Exploration.

J82

You can move the spyglass and position it to see exactly what you want to look at. The machine looks really delicate, though, and you need to be gentle as you operate it. Otherwise, it will fall to pieces.

Choose one:

- **Use the spyglass** – . Place **Secret 57** on line **A**, **B**, **C**, or **D** (the line on the Map should match the one on the overlay card). Go to Script J85.
- **Examine the floor** – *It's covered with intricate drawings.* Go to Script J111.
- **Leave** – continue the Exploration.

J83

You watch the nest of an Alukah, somewhere halfway up the climb to the portal. The spyglass allows you to peer inside the nest and discover that the mystling has been collecting trinkets, most of them worth nothing but all of them shiny. It is good to know that the creature is partial to shiny objects, though. Maybe you could use this somehow.

- Place **token A** in **slot III** – *The Alukah seems to be drawn to shiny trinkets.*

If you **have** the "**Eager Tamer**" part **5** status, go to Script J107.

If **token B** is in **slot I**, go to Script J87.

Otherwise, *the spyglass is about to fall apart;* place **token B** in **slot I** and continue the Exploration.

J84

After a long search, you find a contraption you may use in the future. You stuff it into your backpack.

- Discard cards from the Equipment deck until you discard a card with . Gain this card and reshuffle the Equipment deck.
- Place **token B** in **slot I**.
- Continue the Exploration.

J85

- If **Secret 57** is on line **A**, go to Script J89.
- If **Secret 57** is on line **B**, go to Script J83.
- If **Secret 57** is on line **C**, go to Script J43.
- If **Secret 57** is on line **D**, go to Script J108.

J86

Darkness envelops you as you enter the cave, but thanks to the sheen of some bioluminescent lichen on the walls, your eyes adjust quickly. Your mystlings seem interested in the lichen, but they can't reach it. You halt to listen to the silence of the cave and after a while you detect a soft sound coming from inside. You find it hard to determine what the source is.

If you **have** or a **Mystling**, go to Script J109.

Otherwise, choose one:

- **Gather some lichen for the mystlings** – . Gain 3 . Then, choose again.
- **Go deeper into the cave** – go to Script J88.
- **Leave** – continue the Exploration.

J87

The machinery screeches alarmingly, and one of the cogwheels breaks with a loud snap. The spyglass hits the floor.

- Discard **Secret 57** from the Map.
- Discard **token B** from **slot I**.
- Continue the Exploration.

J88

If **token B** is in **slot IV** or if you **have** "**Someone's Missing**" part **2** status, there is nothing interesting for you to see, so you go back after a moment. Continue the Exploration.

Otherwise, read on:

As you venture into the dark of the cave, you unexpectedly spot a person cowering in the corner and trembling with fear. It is a boy! His wide-open eyes flash with madness, and his hands seem scratched and injured by talons. The boy notices you, and he tenses, ready to run away any second.

If you **have** the "**Someone's Missing**" part **1** status, *you figure out that it is Stan, Auberg's assistant;* go to Script J91.

Otherwise, choose one:

- **Try to convince the boy to join you** – . Go to Script J92.
- **Try to wrestle the boy down** – *It will be easier to help him once he is restrained.* Go to Script J94.
- **Leave** – continue the Exploration.

J89

You position the spyglass to see the portal and examine it inch by inch. You notice a spot where the pulsating shine of the portal is noticeably weaker. Looks like you could use that weakness.

- Gain the "**Portal Knowledge**" part **2** status – *You have discovered the weakest spot of the portal. Such knowledge always comes in handy.*

If you **have** the "**Eager Tamer**" part **5** status, go to Script J107.

If **token B** is in **slot I**, go to Script J87.

Otherwise, *the spyglass grates. The instrument is about to break down and fall to pieces;* place **token B** in **slot I** and continue the Exploration.

J90

- Perform the Test.

Start of the Test: If a is in front of you, you may look at the top 4 Item cards and discard as many cards as you want. Return the rest in a chosen order – *The strange widget you received from the engineer starts vibrating when you approach the spyglass. It breaks up into pieces, which swirl around the device, slotting themselves into empty spaces.*

At the end of the Test: If you **have** at least 2 , .

, **once per Test:** You may discard a card you just drew.

Once per Test: If **token A** is in front of you, you may discard a card you just drew.

5 or less	*You tried to repair the spyglass, but you couldn't make it work.*	. Continue the Exploration.
6	*One of your mystlings tried to help but hurt itself on a sharp screw jutting out of the device. The spyglass is now working, though.*	Gain 3. Go to Script J93.
7	*You have managed to fix the spyglass. Let's use it to look around the mysterious land.*	Go to Script J93.
8 or more	*The device shivers and suddenly sprays the surroundings with sharp screws and pointy springs.*	Each Mystling gains 2. Continue the Exploration.

J91

You patiently explain to the boy that you may take him home, and eventually his eyes flicker with understanding. The boy follows you but still keeps his distance.

- Gain the "**Someone's Missing**" part **2** status.
- Continue the Exploration.

J92

You address the boy in a calm, firm voice.

– Perform the Test.

At the end of the Test: If you **have** at least 2 , .

If you have the "Eager Tamer" part 5 status, twice per Test: You may discard the card that you just drew – *Alvin learned something from your interactions, and it's his turn to convince the boy to trust you.*

Mystling, once per Test: You may add or subtract 1 – *The boy seems calmer when he sees the light.*

8 or less	*The boy is too scared to listen and flees into the darkness. You try following him, but you lose him quickly. If you delve deeper, you will get lost too. You retreat with a painful feeling that you won't see him again.*	Place **token B** in **slot IV**. Continue the Exploration.
9	*It took time, but you managed to convince the boy that you're not a threat. He follows you in silence, fearfully glancing at your mystlings from time to time.*	. Go to Script J91.
10	*The boy is easily convinced that you want to help him. He bursts into tears and follows you, sniveling from time to time.*	Go to Script J91.
11 or more	*The boy is too scared to listen and flees into the darkness. You try following him, but you lose him quickly. If you delve deeper, you will get lost too. You retreat, discovering that you, indeed, got lost. It takes you some time to find your way out.*	Gain 1 Fatigue. Place **token B** in **slot IV**. Continue the Exploration.

J93

You easily found a way to fix the spyglass. The instrument still looks delicate, but at least you can try to use it now.

– Gain **Secret 57** and place it on the Map so that it matches line A printed on the Map.
– Continue the Exploration.

J94

You take one step toward the boy, but even that is enough to scare him away. With the speed of lightning, the boy springs up and disappears into the tunnel. You follow him only to realize that he knows their network much better than you. Any pursuit would be futile.

– .
– Place **token B** in **slot IV** – *The boy has fled into the depth of the cave, and you are probably not going to find him.*
– Continue the Exploration.

J95

The top of the steep mountain is now one with the portal. Once you reach the top, you may try to close it.

Choose one:

- **Climb to the top** – this ends the Scenario. Go to Script J99.
- **Leave** – continue the Exploration.

J96

You prepare the mystlings to direct their power right into the surface of the portal. It may be the best or even the only way to close it. All the time, however, you scan the portal to find any weak spots.

- Shuffle the Item discard pile into the Item deck.
- If an is in front of you, you may spend 6 Silver to discard it, *the Alukah is sure to follow any shiny thing you toss away. This way, the mystling will leave you alone.*
- Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.

Start of the Test: If you **have** the "**Eager Tamer**" part **5** status, you may choose any card from the Item deck and place it aside. Shuffle the Item deck and place the chosen card at the bottom of the Item deck.

For each part of "Portal Knowledge" status you have: You may discard a card you just drew.

If an is in front of you: Each card with an odd number is treated as a card with value "**1**" and each even card is treated as a card with value of "**2**".

11 or less	*Your efforts are in vain.*	Go to Script J104.
12-13	*What a success!*	Go to Script J97.
14 or more	*Your efforts are in vain.*	Go to Script J104.

J97

The ground beneath your feet trembles, and the slope begins to crack loudly. Jagged chunks of rock break off and roll down yet you see none of it, awestruck by the sudden transformation of the portal. You watch the portal tremble and undulate only to begin shrinking.

You realize that your efforts have paid off. The curse on Moongur is disappearing!

Another thought snaps you out of shock – your last chance to leave the Shadow Realm may vanish any second! You call the mystlings, and in a desperate effort, you leap through the shrinking portal into your home world.

- Go to Script J103.

J98

Your muscles trembling with exhaustion, you reach the top of the mountain. The portal is literally within hand's reach, and now the time has come to try to close it. You sigh as you realize how tough the challenge could be. Also, if you succeed, will you be able to get back to your own reality before the portal disintegrates?

- Go to Script J96.

J99

As you climb, you are startled by the unexpected croak of an Alukah. The flying creature takes a turn in the air and swoops down to attack you.

- Setup Combat:
  - **Arena:** card **1**, map **4**.
  - **Enemy Alukah:** cards **1**, **2**, and **3**.
  - **Major Corruption: F.**
  - **Modifiers:**
    - If you **have** the "**Eager Tamer**" part **5** status, *Alvin's Young Gaiadon distracts the Alukah for a moment, giving you time to plan your next move;* Search 5.
    - If **token A** is in **slot III**, *you know that Alukahs like baubles;* you may now spend 1 Silver to move the Alukah by up to 2 spaces.
    - If you **have** an , place it on the Enemy sheet, *the whistle you got from the shepherd is indeed distracting the mystling;* you may spend the anytime during this Combat to deal Silence and Weak in any range.
- End the Exploration.
- Close the Adventure Journal and start the Combat.

J100

The Alukah has understood that there is no point fighting – you and your mystlings are much stronger. Bruised and exhausted, it grabs its most precious trinkets and flies away, leaving the nest behind. There is little chance it will ever come back.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 2 Essence.
- ***Alukah* divider:** Add card **4** a-side up to the Mystling Encyclopedia.
- Add an **Alukah** Tier card to Random Combats.
- Clear the Arena.

If you **have** the "**Consequences**" status, go to Script J110.

Otherwise, go to Script J98.

J101

The Alukah screeches victoriously and launches another surprise attack. This time, the mystling aims at your purse. It tears it to pieces, grabs a coin and flies away, brimming with vicious satisfaction.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- Gain 1 Essence.
- ***Alukah* divider:** Add card **4** a-side up to the Mystling Encyclopedia.
- Add an **Alukah** Tier card to Random Combats.
- Clear the Arena.
- Discard 1 Silver.
- Place an in front of you – The **Alukah** circles above your head, waiting for an opportunity to strike.

If you **have** the "**Consequences**" status, go to Script J110.

Otherwise, go to Script J98.

J102

The Alukah perches on a neighboring ledge and eyes you with keen interest. It doesn't screech anymore and just tilts its head left and right. Then, it leaps forward and lowers its head right in front of you as if inviting you to scratch it. It is ready to bond.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Alukah* divider:** Add card **4** a-side up to the Mystling Encyclopedia.
- Add card **3** b-side up (from your play area) to the Mystling Encyclopedia.
- Place cards **1** and **5** and all the Alukah Action cards (6) behind the *Party* divider.
- Place card **2** behind the *Removed* divider.
- Clear the Arena.

If you **have** the "**Consequences**" status, go to Script J110.

Otherwise, go to Script J98.

J103

Together with the mystlings, you land on the soft grass. With relief, you notice two moons over your head and...

And there is no portal. You've done it.

The threat is gone.

You look around and see the lights of the village. You wish there was time to go there and say goodbye, but you must move on. Before people see the difference, you will be far away.

- Gain the "**Portal Knowledge**" part **4** status – *You've managed to close the portal. Your experience will certainly come in handy later.*
- If you **have** the "**Someone's missing**" part **2** status, *The boy falls onto the grass close to you, but he springs up and rushes toward the lights of the town. You call him, but there is no reaction. He clearly cannot wait to get home.*
- If you **have** the "**Light in the Shadow**" part **6** status, *Skuld waits for you at the edge of the forest. "You did well," she says and pats you on the back. "You're a good person, I hope you know it. But now, I must return to my people. Until we meet again."*

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 10** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

J104

The mystlings are soon about to collapse, but they must be ready for the last push. It looks like the portal is shrinking, and this is your last chance to jump through it.

- Go to Script J105.

J105

Together with the mystlings, you land on the soft grass. With relief, you notice two moons, but it doesn't escape your attention that the portal still pulsates sinisterly over your head. It appeared to be shrinking, but no. You were wrong. It is not.

You look around and see the lights of the town. You have wasted too much time here, and you cannot stay here anymore. Quiet fear gnaws at you – what if the Dragon leaves?

- If you **have** the "**Someone's Missing**" part **2** status, *The boy falls onto the grass close to you, but he springs up and rushes toward the lights of the town. You call him, but there is no reaction. Well, this is his decision, after all.*
- If you **have** the "**Light in the Shadow**" part **6** status, *Skuld is visibly sad that you didn't manage to help your village. She pats you on the back. "You tried. Closing a moon gate... It's almost impossible. And sorry, but I must go and return to my people. Until we meet again."* Gain 1 Essence.
- Gain the "**Consequences**" status.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 10** to Explored.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

J106

Christine laughs out.

"It is not my pain!" she says, showing her hand, but she doesn't explain her words.

- Go to Script J4.

J107

You turn away from the spyglass and head for the way down when there is a loud thud behind you. Immediately, you look in that direction to see the pieces of the shattered spyglass on the floor. Alvin stands frozen with a broken-off knob in his hand, his face utterly confused.

"Sorry 'bout that," he mutters.

- Discard **Secret 57** from the Map.
- Continue the Exploration.

J108

You look at the caves in the rock and spot traces of a campsite. There is a heap of branches and twigs, some of them charred as if someone has been trying to start a fire. There are human footsteps around the place.

If you **have** the "**Eager Tamer**" part **5** status, go to Script J107.

If **token B** is in **slot I**, go to Script J87.

Otherwise, *the spyglass looks like it's about to fall apart;* place **token B** in **slot I** and continue the Exploration.

J109

You notice tracks which look human.

Choose one:

- **Gather some lichen for the mystlings** – ⌛. Gain 3 🔥. Continue the Exploration.
- **Venture farther into the cave** – go to Script J88.
- **Leave** – continue the Exploration.

J110

Together with the mystlings, you land on the soft grass. With relief, you notice two moons, but it doesn't escape your attention that the portal still pulsates sinisterly over your head. It appeared to be shrinking, but no. You were wrong. It is not.

You look around and see the lights of the town. You have wasted too much time here, and you cannot stay here any more. A fear gnaws at you – what if the Dragon leaves?

- If you **have** the "**Someone's Missing**" part **2** status, *The boy falls onto the grass close to you, but he springs up and rushes toward the lights of the town. You call him, but there is no reaction. Well, this is his decision, after all.*
- If you **have** the "**Light in the Shadow**" part **6** status, *Skuld is visibly sad that you didn't manage to help your village. She pats you on the back. "You tried. Closing a moon gate... It's almost impossible. And sorry, but I must go and return to my people. Until we meet again."* Gain 1 Essence.

Congratulations! You've reached the end of the Scenario.

- Take the World Map.
- Flip **Worldmap card 10** to **Explored**.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Save the game or start another Scenario.

J111

You don't understand most of what you see, but you think that fae were observing and measuring the surroundings, probably predicting that the portal would open here.

There are several simpler ones – with armies of fae crossing portals and building short spires. Masses of fae waiting behind portals, then coming through them when the spires are ready. You wonder what all that means.

- Continue the Exploration.

Dragon Alliance

K0 Introduction

If you **have** the "**Interference**" part **3** status, immediately go to Script K50.

Otherwise, read on:

The more you learn about the situation in the world, the gloomier it looks. There are more opened portals than you previously thought and they effectively disturb the equilibrium of elements. What is more, they also allow hostile mystlings to invade our world and create more and more threats for common people and their settlements. Chaos and confusion are rife.

The Dragon Guardians are our only hope – or at least the most obvious choice. Only those majestic creatures are able to contain the chaos. If you share the knowledge you have gathered, the task might prove a little easier for them. You could actually help them shut the portals and minimize the damage.

But how to make the Dragons talk to you? You were a carrier of the Dragon soul which may help a bit. Also, you more or less know where to look for a Dragon. As you were leaving the underground world of Artios, you glimpsed a mighty, red beast resembling a giant Emberling. You have no doubt that it was a Dragon Guardian, though. The creature was heading north so you may just as well follow it there.

Hints

Combat: Agile Mystling and powerful but Slow Enemies.

Other: or and or Mystlings will be useful.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – this is the final Scenario of the campaign! Read on:

– Choose 2 Mystlings to accompany you during this Scenario.
– Perform the Deck Construction.

If you **have** the "**Someone's Missing**" part **2** status, go to Script K77.

Otherwise, go to Script K1.

K1

Up ahead, the glow of the fire is flooding the sky. The mighty Dragon draws breath, and you can literally feel the energy from the area – and yourself – being sucked into the creature's lungs. Then it spits fire at the portal, ultimately closing it. A huge chunk of the energy is absorbed by the portal, but parts of it bounce off.

Suddenly, the Dragon realizes that there are fires raging all around. It plunges to contain them and manages to quell a few major ones. The beast has great control over the element, but its power is not inexhaustible. Weakened after the tremendous effort, the creature eventually lands on the ground and falls asleep.

You must reach it before it wakes up and flies away.

– Open **Map 22**.
– Lock Scripts in the upper half of the Map: K6, K11, K18, K23, K52, K60.
– Place **Secret 63** face down in the Event slot. Set to 2 – *the Dragon will surely wake up soon. You must reach it before it flies away.*
– If you **have** the "**Consequences**" status, – *you wasted too much time in Moongur.*
– Discard all Essence – *the Dragon has sucked in all the energy from the area.* For each Essence discarded this way, gain 1 .
– Begin the Exploration.

K2

You enter the forest, but very soon, you lose your sense of direction. There are clouds of acrid smoke floating all around you, effectively limiting visibility. Loud roars of terrified animals echo from the heart of the wood.

– Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.
At the end of the Test: For each , gain 1 .

5 or less	*You have lost your way.*	. Go to Script K3.
6	*You have found your way.*	. Go to Script K4.
7-8	*You have lost your way.*	Go to Script K3.
9	*You have found your way.*	Go to Script K4.
10 or more	*You have lost your way, and you won't find it for a long time.*	. Gain 1 Fatigue. Go to Script K3.

K3

Unlock the first Locked Script from the list below and continue the Exploration.

- K52
- K60
- K18
- K23

K4

You have decided to reach...

Choose two, then continue the Exploration:

- **...the Dragon** – Unlock Script K11.
- **...the crystal by the river** – Unlock Script K18.
- **...the crystal in the heart of the forest** – Unlock Script K23.
- **...the cries of terrified mystlings** – Unlock Script K52.
- **...nothing. Leave** – continue the Exploration.

K5

You are nearing a tent warehouse. A fey appears every now and then bringing armfuls of... Of what exactly?

Choose one:

- **Leave** – continue the Exploration.
- **Sneak up** – perform the Test.

When you have 2 : You were spotted! The Test ends immediately. Go to Script K8.
or Mystling: You may ignore up to 2 – *Your mystling manipulates light and shadows to hide you.*

6 or less	*A fey has heard your steps. Run before they see you, too.*	Go to Script K8.
7-9	*You get there, but your arrival could have been noticed.*	Place a in front of you. Go to Script K19.
10	*Nobody has spotted you, and you also manage to find a useful thing or two on the way.*	Gain 2 Items. Go to Script K19.
11 or more	*A fey has heard your steps. Run before they see you, too.*	Go to Script K8.

K6

Finding your way in the forest can be difficult even under normal circumstances, but now the smoke, the heat, and the screams of running creatures turn it into a nightmare. The most sensible idea would be to follow the path along the river, but you think it may take you into the heart of the inferno. Maybe there is another way? And there are certainly other places worth checking out.

Choose one:

- **Go down the river** (only if Script K11 is Locked) – go to Script K9.
- **Find the way through the forest** – *You may find a safer path.* . Go to Script K2.
- **Leave** – continue the Exploration.

K7

Traveling on the back of the enormous Dragon is a remarkable experience and you can't shake the feeling that you are trapped in a dream. You notice a large portal looming up ahead surrounded by a sprawling camp. Suddenly, you begin to feel your head throb and you know that a vision is coming.

It is a powerful one. In it, you see the Dragon plunging to attack the portal protected by fae and yourself, the tamer, helping it understand why it is so hard to concentrate and to maintain focus there. You realize that you must reach the portal on foot and infiltrate the place.

The Dragon lands to set you down. You know that your part in the plan is sneaking up on the fae camp unnoticed. The mighty creature flaps its wings and soars to head for the portal. As you run there, you hear the muffled screams of alarmed fae and the roar of the attacking Dragon.

You see the Guardian spitting fire, but the stream of flames bashes against an almost invisible dome. The dome protects a slender structure topped with a crystal. You move closer to take a better look, then an opponent emerges from the shadows. It is a Shadeclaw, but different than normal, a greater, more powerful one. There is no time for taming. You must face it in combat!

– Setup Combat:
  - **Arena:** card **25**, map **2**.
  - **Enemy Shadeclaw: 141**, **142**, and **143**.
  - **Major Corruption: E**.
– Close the Adventure Journal and start the Combat.

K7

K8

With every step you take, the chance of getting detected increases.

If **token A** is in **slot II**, go to Script K26.

If **token B** is in **slot I**, place **token A** in **slot II** and continue the Exploration.

If **token A** is in **slot I**, flip the token in **slot I** from A to **B** and continue the Exploration.

Otherwise, place **token A** in **slot I** and continue the Exploration.

K9

The bank of the river is still thickly overgrown with bushes and low trees. As you follow the path alongside it, you soon realize that you have guessed correctly. The fire is raging up ahead, and it seems to be coming closer.

- Unlock Script K11.
- If a is in front of you, you may discard it to immediately continue the Exploration – *The Firple protects you and leaves after repaying the favor.*
- If you **don't have** a Mystling, each Mystling gains 2 – *The fire behaves erratically and burns you and your Mystlings.*
- If you **don't have** a Mystling, gain 1 Fatigue – *It's scorching hot. If only you had some refreshments...*
- Continue the Exploration.

K10

If **token A** is in **slot IV**, go to Script K12.

Otherwise, read on:

The fire is spreading, and trees topple with loud cracks, engulfed by flames. You have no choice but to try pushing through. The Dragon is still sleeping, but his strength will rejuvenate soon.

- Place **Secret 63** (it's the Secret you just revealed) face down in the Event slot. Set to 2.
- If you **have** the "**Consequences**" status, – *you wasted too much time in Moongur.*
- Place **token A** in **slot IV**.
- Continue the Exploration.

K11

There is a raging curtain of burning trees on your way to the resting Dragon.

Choose one:

- **Approach the Dragon carefully** – . Unlock Script K60. Continue the Exploration.
- **Hurry up!** – each Mystling gains 2. Unlock Script K60. Continue the Exploration.
- **Use the help of the mystlings** (requires a or Mystling) – Unlock Script K60. Continue the Exploration.

K12

You are too late. The almighty Dragon flaps its enormous wings causing the air to swirl and dance. You utter a cry of despair, but the beast doesn't hear you. Your mystlings are your last resort, now. You order one of them to create a missile of elemental power and shoot it at the Dragon. It works, but differently than you imagined. The provoked Guardian roars with anger and dives at you. Fortunately, it doesn't attack, but lands in front of you. The sudden wave of air tosses you against the trees, but the fury of the Dragon does not abate. How will you appease it now?

- Each Mystling gains 3.
- Place **token B** in **slot V**.
- Go to Script K70.

K13

Hidden script

The Dragon is getting weaker. The dome easily absorbs the impact of the fire spit, and you can't help but notice that small streams of energy are sucked up by peculiar rings, held up by fae.

- Gain the "**Fae Camp**" part **1** status.
- Continue the Exploration.

K14

Panting with exhaustion, you watch the shadowy creature disappearing in the murk of the forest. You have won the combat and have one less problem to worry about. Now, your priority is to weaken the barrier and help the Dragon Guardian penetrate it. You have no idea what will happen next, though.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Shadeclaw* divider:** Add card **145** a-side up to the Mystling Encyclopedia.
- Add a **Shadeclaw** Tier card to Random Combats.
- Clear the Arena.
- Open **Map 23**.

Note: The Time track is not used during the Exploration of this Map.

If you **have** the "**Revelation**" status, go to Script K68.

Otherwise, begin the Exploration

K15

Hidden script

The top of the crystal juts out of the ground, and its sheen is visible through the rushes. You move nearer, and there is no mistake. The crystal is brimming with energy that seeks to be released. Instinctively, you reach out to it and feel the energy flow into your body. The sheen dims, and you sense great power gathered inside you.

- Gain 1 Essence.
- Lock Script K15.
- Continue the Exploration.

K16

Hidden script

You approach the tent and spot a few armed fae guarding it.

Choose one:

- **Leave** – continue the Exploration.
- **Try peeking inside** – perform the Test.

During Test: Each adds 2 to the Test value.
Mystling: You may ignore 1 – *Your mystling distracts the guards.*

6 or less	*You fall back.*	Gain 1 Fatigue. Continue the Exploration.
7-8	*You peek into the tent.*	Go to Script K25.
9 or more	*A fey has heard you. You must flee before they see you.*	Go to Script K8

K17

Your resistance against the Shadeclaw is not entirely futile, as you manage to drive the creature away. Unfortunately, fighting it, you have made a lot of noise, and you can only hope it will not backfire. Now, the thing is to weaken the dome and help the Dragon Guardian get inside. And... Well, from that moment on, you will have to make things up as they come along.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Shadeclaw* divider:** Add card **145** a-side up to the Mystling Encyclopedia.
- Add a **Shadeclaw** Tier card to Random Combats.
- Clear the Arena.
- Open **Map 23**.
- Place **token A** in **slot I** – *you have made a lot of noise. It is going to be harder to stay unnoticed.*

Note: The Time track is not used during the Exploration of this Map.

If you **have** the "**Revelation**" status, go to Script K68.

Otherwise, begin the Exploration

K18

If **token A** or **B** is in **slot II**, *the crystal is faded;* continue the Exploration.

Otherwise, read on:

You move nearer, and there is no mistake. The crystal is brimming with energy that seeks to be released. Instinctively, you reach out to it and feel it flow into your body. The sheen dims, and you sense great power gathered inside you.

- Gain 1 Essence.
- Place **token A** in **slot II**.
- Continue the Exploration.

K19

You look around the warehouse, and you see that it has been almost entirely used to store odd rings made of a dark material. They look heavy and feel disturbingly sinister. Your mystlings prefer to stay away from them.

Then you remember that the fae battling the Dragon held similar rings!

You lock each open chest that you see and snatch a keyring from a shelf. There is nothing else you can do now other than sneak away. It isn't exactly sabotage, but you hope the fae will be slowed for at least a moment.

- Gain the "**Fae Camp**" part **2** status.

If a O is in front of you, discard it and go to Script K8.

Otherwise, continue the Exploration.

K21

There is a small grove of trees on fire. The last surviving animals jump out of the flame, but luckily, there is only grass and stones around, so the fire will not spread. Among the flames and clouds of smoke, you spot a sizable crystal that reflects the raging flames. Or is it glowing with its own power?

Choose one:

- **Attempt to reach the crystal** – *It will be a dangerous and perhaps even a time-consuming action.* ⌛. Go to Script K24.
- **Leave** – continue the Exploration.

K23

If **token A** or **B** is in **slot III**, *the crystal is faded;* continue the Exploration.

Otherwise, read on:

The crystal is brimming with energy, emitting a faint, red glow. You touch its smooth surface and you feel power flowing into your palm. It's a powerful sensation – pleasant but also a little painful.

- Gain 1 Essence.
- Place **token A** in **slot III**.
- Continue the Exploration.

K24

- Perform the Test.

At the end of the Test: For each 👁, gain 3💥.
Mystling: You may ignore 1 👁.

7 or less	*The fire and smoke dramatically limit your visibility, but you reach the crystal anyway.*	Each Mystling gains 1💥. If you **don't have** a Mystling, ⌛. Go to Script K30.
8-9	*You reach the crystal.*	Go to Script K30.
10	*You reach the crystal, and your mystlings glow with the power of fire.*	Gain 2🔥. Go to Script K30.
11 or more	*You run out of the grove, coughing with the smoke.*	⌛. Continue the Exploration.

K25

You look through the rend in the side of the tent, and spot a few arguing fae. They are dressed like all the others, but each of them has an aura of authority. They seem to be in charge. You also see a formidable Vogandr who has sensed your presence. One flash of its eyes makes you take a step back and hide.

You stay for a while and listen to the discussion.

You do not understand the main idea, but one of them talks about the need to uphold the unstable portal for some time. It requires a lot of resources, and most of the mystlings on the other side are involved in it, but it is a necessary procedure. Once the barrier is complete and the Dragon Guardians will not be able to stay near the portal, the fae will bring the others back from the Shadow Realm.

Interesting, you think as you fall back. Sabotage around the portal will distract them for a while, then.

- Gain the "**Fae Camp**" part **6** status.
- If **slot III** is **empty**, place **token A** in **slot III**.
- Continue the Exploration.

K26

They know you're here.

You are at a loss. If you do not disturb the functioning of the dome, the plan you made with the Dragon Guardian will not work. Out of desperation, you order your mystlings to come along, and you charge at the spire with the crystal, hopeful of destroying it.

However, a fey appears in your way, and unleashes her Vogandr.

There is no time to discuss anything. You are in for a tough fight.

- End the Exploration.
- Setup Combat:
  - **Arena:** card **33**, map **5**.
  - **Enemy Vogandr:** cards **226** and **165**.
  - **Major Corruption: E**.
  - **Modifiers:**
    - If a is in front of you, *the Vogandr is exhausted after its sudden incursion into the Shadow Realm;* discard a and the Vogandr gains Slow and Weak.
    - If you **have at least 1 part** of "**Fae Camp**" status, *you use the chaos you made and the knowledge you gathered;* you may move your Mystling by 1 space for each part of "**Fae Camp**" status you have.
    - Discard all Essence. For each Essence discarded this way Search 4 or Heal 4.
- Close the Adventure Journal and start the Combat.

K28

You see a heap of food sacks, heavy chests, and seemingly valuable items that glint in the sun and the fire of the Dragon, fully focused on attacking the invisible barrier. Everyone seems to have forgotten about the inventory, and you feel that there is too much of everything there for such a small camp.

- Continue the Exploration.

K29

Hidden script

The crystal hasn't been securely attached to the pinnacle. The fae have tied it with a few ropes and fastened it with clay. The heat of the crystal has made the clay harden, but the ropes do not stand it too well. Some fibers have already burned through. Have you just discovered the weak part of the structure?

- Gain the "**Fae Camp**" part **4** status.
- Continue the Exploration.

K30

Your eyes tearing and skin burning, you finally reach the crystal in the flaming grove. If it weren't for your mystlings, your experience, and a pinch of luck, you would have perished. The area around the crystal is already burned to the ground which makes it easier to approach it. Suddenly, an overwhelming wave of power leaves the crystal and seeps into you. Staggered, you take a step back. It must have been the power of the Dragon although you don't understand how the crystals could store it. And, besides, is it the power of the Dragon who closed the portal recently?

Anyway, the crystal fades, and you flee, for some time protected from flames by the essence of the Dragon Guardian of the Fire. The protection disappears after a while.

- Gain 1 Essence.
- Lock Script K21.
- Continue the Exploration.

K31

Sneaking into the center of the camp cannot and will not be a cakewalk.

Choose one:

- **Leave** – continue the Exploration.
- **Try to sabotage the spire** (requires **at least 3** parts of the "**Fae Camp**" status) – this ends the current Exploration. Go to Script K49.
- **Examine the spire** – perform the Test.

When you have 3 : *You were spotted!* The Test ends immediately. Go to Script K8.
or Mystling: You may ignore up to 2 – *Your mystling manipulates light and shadows to hide you.*

3 or less	*You back out as the stress is weighing down on you and the mystlings.*	Gain 1 Fatigue. Continue the Exploration.
4	*You come close enough to be able to inspect the structure.*	Go to Script K36.
5-6	*You back out as the stress is weighing down on you and the mystlings.*	Gain 1 Fatigue. Continue the Exploration.
7 or more	*One of the fae has heard you. Flee before they see you.*	Go to Script K8.

K32

None of the fae joined the gentler with the Vogandr, and all of them focused on repelling the Dragon's assault. Obviously, they believed that the woman would beat you hands down, but they were bitterly wrong.

Your mystlings tackle the hostile creature and give you the space to act. One of them keeps the gentler at bay, and the other one joins you as you move up the scaffolding. Once you reach the top, you attack the crystal, using the power of the mystling and your uncanny affinity to Dragon power. The mystling somehow weakens the integrity of the crystal which suddenly begins to bleed energy. You absorb its power which only speeds up the process.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Vogandr* divider:** Add card **167** a-side up to the Mystling Encyclopedia.
- Add the **Vogandr** Tier card to Random Combats.
- Clear the Arena.
- Go to Script K73.

K35

The flames reflect on the surface of the pond which makes it difficult to gauge what is underwater. You, however, spot something glinting on the bottom.

Choose one:

- **Dive** – *You have no reason to do that other than curiosity.* Go to Script K45.
- **Look carefully** – ⌛. Go to Script K40.
- **Leave** – continue the Exploration.

K36

The construction of the spire has not been completed yet, and the structure is supported by scaffolding and beams of various sizes. Every now and then, a fey runs up the scaffolding and touches the crystal with a shining ring. The crystal absorbs the light, and the ring breaks apart.

- Gain the "**Fae Camp**" part **5** status.

Choose one:

- **Try to sabotage the spire** (requires **at least 3** parts of the "**Fae Camp**" status) – this will end the current Exploration. Go to Script K49.
- **Leave** – continue the Exploration.

K37

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script K81.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this combat, you may set it up following standard Mystling setup rules (but place the Mystling standee on the space from which your previous Mystling was discarded) and continue the combat. Otherwise, go to Script K81.

K38

The river tumbles forward with great speed, its rapids turbulent and menacing.

- Perform the Test.

At the end of the Test: If you **have** at least 2 , .
At any moment: If a is in front of you, you may discard it to go to Script K39 – *The Firple repays the favor.*

6 or less	*You manage to reach the other bank, but it takes a toll on you and lasts a long time.*	. Gain 1 Fatigue. Go to Script K39.
7	*You swim across the river.*	Go to Script K39.
8-9	*You manage to reach the other bank, but it takes a toll on you and lasts a long time.*	. Gain 1 Fatigue. Go to Script K39.
10 or more	*The river has almost overwhelmed you, but somehow you manage to reach the other bank.*	. Gain 2 Fatigue. Each Mystling gains 2. Go to Script K39.

K39

You have reached the other bank of the river. Breathing hard and dripping with water, you squint as hot smoke stings your eyes. Fire glows menacingly to your right.

- Lock Script K42.
- Unlock Script K6.
- Continue the Exploration.

K40

You stare into the water and spot movement close to the bottom. A little creature is moving around there. A small Firple, maybe? The creature looks like it was fighting with a great weight, pressing it down to the bottom – but you don't see anything atop the mystling. As if in defense, the creature casts around strong water currents. You could dive there to assist the Firple, but without a water mystling it could be a lethal experience.

- Continue the Exploration.

K41

When you were fighting the Vogandr, your mystling did all it had been instructed to. It crawled up the scaffolding and managed to damage the crystal. You look up and see power leaking out of it. The dome is losing its integrity.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Vogandr* divider:** Add card **167** a-side up to the Mystling Encyclopedia.
- Add the **Vogandr** Tier card to Random Combats.
- Clear the Arena.
- Go to Script K73.

K42

There is a bridge up ahead, built centuries ago and already collapsed. The entrance pillars somehow stood the test of time, however, and they still support rusty chains, overhanging the river. It must have been an important road in the days of old. You wonder where it led to.

Choose one:

- **Attempt to swim across the river** – *The river looks turbulent.* Go to Script K38.
- **Build a makeshift ferry** (spend or) – go to Script K39.
- **Try to fix the bridge** – . . Go to Script K39.
- **Leave** – continue the Exploration.

K43

You open up to welcome the Dragon's thoughts and it does the same to receive yours. You feel the creature's immense exhaustion, but also its matchless might.

- Gain 1 Essence.
- Go to Script K58.

K44

The place is crowded with fae. Some of them are bound to spot you when you approach.

Choose one:

- **Leave** – continue the Exploration.
- **Sneak up** – read on:

The fae are entirely focused on the Dragon and their rings. The streams of Dragon fire cannot penetrate the dome so they spill all over it. Only tiny spurts of power bite through the obstacle, but there they are absorbed by the rings which in turn begin to glow red. When that happens, the fae hand them over to their footrunners and take fresh ones from them. The ring-bearers return to intercepting energy, and the footrunners carry the glowing ones toward the spire.

- Gain the "**Fae Camp**" part **3** status.
- Go to Script K8.

K45

You plunge into ice-cold water and dive with your mystlings, but once your head is below the surface, you are gripped by strong water currents. The water in a lake should be much calmer!

If you **have** a Mystling, *your companion overcomes turbulent waters;* go to Script K46.

Otherwise, read on:

An underwater current hurls you against a rock. Your mystling, though, is fast enough to shield you from the impact. After a while of struggle, you manage to overcome the current.

- Gain 5 .
- . .
- Go to Script K46.

K46

You reach the bottom and see a terrified Firple trying to break free. It is indeed held in place by a foot-wide metal ring. You lift it easily to free the mystling, but you feel that the metal is brimming with energy. Could it have sucked the power out of the mystling? Maybe this is the reason why the creature couldn't move?

You and the released mystling reach the surface. There is no time for taming, but the creature is visibly trying to express its gratitude. How about you ask it to help you with the fire?

The ring is vibrating with the power of the mystling, but somehow you know that it could store much more. Fascinating.

- Place a in front of you – *The Firple is ready to return the favor.*
- Gain 1 Essence – *The ring was full of power.*
- Lock Script K35.
- Continue the Exploration.

K47

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script K82.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this combat, you may set it up following standard Mystling setup rules (but place the Mystling standee on the space from which your previous Mystling was discarded) and continue the combat. Otherwise, go to Script K82.

K48

If you **have** the "**Fae Camp**" part **8** status, go to Script K75.

Otherwise, read on:

You approach the Dragon and ask it to show you patience. You remind it that you have helped it get so far and you have revealed the secret of shutting the portals without using all of a Guardian's power. Thanks to you, the Dragon will be able to close this portal even after a tough battle.

In light of those facts, you dare ask him to talk to a fey. The Dragon is in control of the situation, so it has nothing to lose anyway. The Dragon is rather reluctant to do that, but it does feel some sort of gratitude, and after consideration, it finally agrees.

Convincing the fae to cooperate is much harder. Their hatred toward the Dragon and toward you is inborn, thus strong. However, Skuld is brave and, despite the side you have chosen, she seems to trust you for some reason. She swallows her pride and takes a step forward. She practically oozes disdain toward you but she opens her mind to talk to the Guardian.

You witness the Dragon experience the memories and emotions of a fey – one of those it hated for a thousand years – for the first time in its long life. Your mind joins their exchange.

– Go to Script Z51.

K49

You are climbing the scaffolding. Your heart is pounding, but so far nobody has noticed your presence. You focus on the crystal and discover that it is absorbing the power of the Dragon and transferring it to fuel the invisible dome, which protects the fae from the Guardian.

Suddenly, a mighty gust of wind almost knocks you off the scaffolding. You look down and realize in terror that there is an armed fey with a mighty Vogandr down there. They have both seen you, and the Vogandr has created the wind to tear you off and throw you to the ground.

You order one mystling to damage the crystal when another gust arrives, much stronger than the one before. You fall to the ground but overcome the pain and swiftly spring up to face the Vogandr and the fey. You must buy some time for the mystling on the tower!

– End the Exploration.
– Setup Combat:
  - **Arena:** card **32**, map **5**.
  - **Enemy Vogandr:** cards **226** and **165**.
  - **Major Corruption: E**.
  - **Modifiers:**
    - If a 👁 is in front of you, *the Vogandr is exhausted after its sudden incursion into the Shadow Realm;* discard the 👁 and the Vogandr gains 4 and Weak.
    - You may move your Mystling by 1 space for each part of the "**Fae Camp**" status you have – *You can use the chaos you made and the knowledge you gathered.*
    - Discard all Essence. For each Essence discarded this way Search 4 or Heal 4.
– Close the Adventure Journal and start the Combat.

(See the art on the next page)

K49

K50

You have consciously destroyed the islands which the Dragons worship as their birthplace. It is obvious that they will not cooperate with you, and they will most likely tear you to pieces. You have no choice but to side with the fae. This seems to be the only way to contain the chaos.

– Choose another available Scenario from the Worldmap.

K51

The Dragon waits as you talk, and then you feel the crushing weight of its mind upon yours.

If **token B** is in **slot V**, *the Dragon begins to act before you have a chance to speak;* go to Script K65.

Otherwise, go to Script K58.

K52

If **token A** or **B** is in **slot I**, *the fires are almost out;* continue the Exploration.

Otherwise, read on:

You spot some mystlings trapped by engulfing flames. The fire advances, and the mystlings cry with fear and despair, scared of getting burned. Some have already begun to cough.

Choose one:

- **Rescue the mystlings** – ⌛. Go to Script K56.
- **Leave the mystlings** – *With a bleeding heart, you turn your back on the mystlings. There is no time for intervention, and should it go wrong, the consequences will be terrible.* Place **token B** in **slot I**. Continue the Exploration.

K53

The red Dragon seems exhausted. Its scales look faded in places, and its breath is wheezy. A fiery sigh escapes its snout and the Dragon looks up. Its milky eyes express weariness, but also grim readiness for more work. The creature knows its role is not over.

– Continue the Exploration.

K54

You focus your mind on the intentions of the Dragons and all of a sudden, you are flooded by the memory of the red beast.

...a peaceful world that was shredded to pieces upon the arrival of the second moon. Huge gaps in reality opened, ten times bigger than those sundering reality right now. Seas overflowed their shores, and cities burned.

It was the fae's fault. They were behind all those atrocities.

We, the Guardians, fought to save the world, the people and the mystlings. We chased the fae away and helped seal the portals, but not without casualties. One of our siblings sacrificed its life, a beautiful Dragon Guardian of the Light. It will be decades and centuries before it is reborn.

After a thousand years, the tragedy happened again and my sibling, the Dragon Guardian of the Earth dies. This madness should be stopped and the guilty ones should be punished...

You return to your own mind and process the new information. That Dragon is more than sure that the fae are to blame.

– Go to Script K58.

K55

There are a few mystlings and two fae around the portal. The fae guard the passage, but glance at the Dragon which is impossible to ignore. Despite being far away, you can also see strange shapes moving in the entrance. Approaching the portal will be perilous, let alone crossing it, but maybe you will learn something useful?

Choose one:

- **Cross the portal** – *They will most certainly spot you!* Go to Script K64.
- **Use the accumulated power to distract the guards** (requires **token A** in **slot III**; spend 1 Essence) – *The essence of the Dragon will do...* Go to Script K61.
- **Leave** – continue the Exploration.

K56

The world is burning, and the mystlings trapped in the ring of fire are suffering. A Furwing cannot take to wing as the air is acting in an unpredictable manner, and a small Iceling desperately tries to suppress the fire, but to no avail.

– Perform the Test.

At the end of the Test: For each , each Mystling gains 1 .
At any moment: If a is in front of you, you may discard to go to Script K59 – *The Firple repays the favor.*
or **Mystling, once per Test:** You may discard a card you just drew.

5 or less	*You cannot put the fire out.*	Place **token B** in **slot I**. Continue the Exploration.
6	*You manage to create an escape route among the flames.*	Go to Script K59.
7	*The mystlings flee from the ring of fire through the path you have created. You inspect their injuries.*	Each Mystling gains 1 . Gain 1 Fatigue. Go to Script K59.
8 or more	*You cannot put the fire out.*	Place **token B** in **slot I**. Continue the Exploration.

K57

You take cover together with the mystlings. You sense the Dragon's ice-cold contempt, but the beast refrains from attacking. It feels the echo of the Dragon soul in you and perhaps this is why it gives you another chance.

If **token B** is in **slot V**, *the Dragon is disgusted by you and gets straight to the point;* go to Script K65.

If you **have** at least **3 Essence**, *the Dragon allows you to take initiative;* go to Script K58.

If **token A** is in **slot I**, *the Dragon allows you to take initiative;* go to Script K58.

Otherwise, *the Dragon is disgusted with you and gets straight to the point. It believes you have no right to speak first;* go to Script K65.

K58

The Dragon is tired, and its emotions and feelings are lying open to you. Its anger dies down, slowly replaced by curiosity. It wants to know what a small person like you demands, but soon it realizes that you are not an ordinary human. It discovers that you have carried the essence of its sibling and met Artios, so it is becoming more and more intrigued. Seeing a chance at last, you think about what to ask.

In the choices below, you may discard a or **token A** from **slot I** instead of Essence.

Note: You may still need Essence in the upcoming events.

Choose one:

- **The intentions of the Dragons** (only if there is **no token B** in **slot V**; spend 1 Essence) – go to Script K54.
- **Fae** (spend 1 Essence) – go to Script K63.
- **Portals** (spend 1 Essence) – go to Script K74.
- **Your cooperation with the Dragon** – this ends the current Exploration. Go to Script K65.

K59

You manage to save the mystlings from the flames. They run away in panic and none of them stops to thank you, but it doesn't bother you. What matters is that they are safe.

– Gain the "**Empathy**" part **7** status.
– Place **token A** in **slot I**.
– Continue the Exploration.

K60

The Dragon is resting before a thin, waving line where a portal was. The line is becoming thinner and thinner like it is fading. Soon, it is going to disappear forever.
The Guardian hasn't detected you yet, and you think hard how to address it.

Choose one:

- **Keep watching the Dragon** – . Go to Script K53.
- **Approach the Dragon's snout** – *He notices you...* Go to Script K70.
- **Leave** – continue the Exploration.

K61

You transfer some of the power through your mystlings toward the portal which begins to blink fiercely. The sensation is temporary, but panic breaks out in response. There is no doubt that the fae will do anything to keep the portal open.

A few fae leave the Dragon and come closer to figure out what has happened. A female fey with a Vogandr runs out of their tent and plunges into the portal to re-emerge from it a while later, visibly tired.

The guards seem even more distracted.

- Gain the "**Fae Camp**" part **7** status.
- Place a in front of you.
- Flip the token in **slot III** from A to **B**.
- Continue the Exploration.

K62

The structure needs the energy from the crystal on the other side. The crystal somehow affects the energy, and the dome here is blurred and trembling. Does the structure send the energy toward the portal?

Quite likely so. It may actually guarantee the stability of the portal and make it open. If you damaged the thing, you could sow some disorder, for sure. The fae would certainly have a problem to solve.

Choose one:

- **Sabotage the machine** (spend 1 Essence) – *Bear in mind that such an act will be remembered, and it may influence potential peace talks.* Gain the "**Fae Camp**" part **8** status. Continue the Exploration.
- **Leave** – continue the Exploration.

K63

You are flooded with the Dragon's anger and hate toward the fae. It believes that the fae are responsible for the disaster. The Guardians had trusted them and had worked with them, but the fae harmed the world and brought another moon from the universe of darkness. This way, they robbed one world of light, and made another one suffer volcanic eruptions and sea floods.

The fae are wretched monsters who have now killed the Earth Dragon. They are evil incarnate.

You push the alien thoughts away, not sure whether to agree or not. You have, however, seen the memories of the Dragon. The catastrophe did happen. And fae were responsible.

- Go to Script K58.

K64

You sneak through the portal. Miraculously, nobody has seen you, although the portal is heavily guarded on both sides. You have a moment to look around. You are certain that your return will attract someone's attention.

- Gain **Secrets 65** and **66** and place them on the Map.
- Gain **Secret 41**.

Note: Carefully read the Secret rules, as they are crucial for this Scenario.

- Continue the Exploration.

K65

You begin exchanging images and emotions with the Dragon which in their world probably stands for a conversation.

The Dragon Guardian wants to know what your purpose is, and you explain that you mean to end the madness caused by the Eclipse. After all, you are a tamer, and you are fully aware that mystlings suffer and humans are in danger. Also, the echo of a Dragon soul in you still radiates responsibility.

You explain that you have found the way to close the portals without exhausting all the power of a Dragon. The portals are much less stable and easier to shut from the Shadow Realm's side. You have seen the Umbra do it.

Your memories about the Umbra are a bit disturbing for the Dragon, but for the time being, the beast focuses on another location. It is a forest clearing full of fae. The Dragon has been trying to deal with it, but for some strange reason, it finds it hard to focus on it. The aura of the place makes the Dragon constantly forget about it.

It seems to have a meaning.

In another vision, you see yourself flying the Dragon. You have no choice but to climb it and... Off you take!

- End the Exploration.
- Go to Script K7.

K66

There are tents under the dark, moonless sky, lit by dim lanterns and illuminated by the shimmering of the portals. Murmurs of hundreds of anxious conversations fill the air. It seems like all those fae are waiting until the problems on the other side of the portal end and they can enter your world.

You look farther and see even more tents. There are literally hundreds of fae. They behave differently from those you've seen already – they are fearful and unorganized. Civilians, no doubt.

- Continue the Exploration.

K67

The Dragon decides to take advantage of the knowledge you have shared with it. Reluctantly, it puts its enormous paw into the portal, and closes it swiftly. There is astonishment in the Dragon's eyes. It is most certainly surprised by how easy it went.

Abruptly, the Dragon takes wing, paying no more heed to you. It knows all there is to know, and it is eager to act.

You, however, stand there and wait for the afterimage of the portal to disappear. Your gaze shifts to the deserted camp of the fae. One part of the future is sure – the Dragons will close all the portals. The thing is that nobody can tell what will happen after that.

Your long journey home begins.

- Gain the "**Ending**" part **1** status.
- Go to Script Z52.

K68

As soon as you notice the Dragon's absent-mindedness and see the spire in the center of the camp, you realize that this is exactly what you learned in the desert tower. Something generating energy of the same type as the Fire Dragon's. You must examine the crystal atop the tower.

As you approach the camp, you extend your hand and reach for the power of the barrier...

- Gain 1 Essence.
- Gain 2 .
- Begin the Exploration.

K69

This is the way to return to the fae camp.

Choose one:

- **Stay here** – continue the Exploration.
- **Leave the Shadow Realm** – go to Script K72.

K70

The Dragon is eyeing you cautiously. There is no telling what its reaction will be. Will it spit fire? Well, just in case, act swiftly.

Choose one

- **Hide behind your mystlings** – go to Script K57.
- **Focus on the Dragon's thoughts** – go to Script K43.
- **Speak aloud** – go to Script K51.

K71

The fae look at you with sadness in their eyes. A few seem angry, but their general tells them to keep quiet, and points at the almighty Guardian. The Dragon narrows its eyes menacingly and the fae lower their heads.

It is certain that they do not wish to back down. They have been waiting for this moment for all their lives just like all their ancestors.

If you **have** the "**Weakened**" status, go to Script K76.

Otherwise, read on:

The general approaches you.

"Many fae have already entered this world," she whispers tensely. "And they will not rest until they bring all their kith and kin along which may bring about another disaster. My folk wanted to use the Eclipse to return home, but if it is necessary, they will do anything to complete the task. Should there be bloodshed or other world-shaking consequences, the blame stays with the Dragon Guardians. And you, too."

The fae, one after another, vanish into the portal. You manage to glimpse Skuld in the crowd. The woman stares back at you with hatred. Then she enters the dark of the Shadow Realm.

- Go to Script K67.

K72

You leave the portal and look out for guards. They may be here, lurking to catch you.

- Discard **Secrets 65** and **66** (overlay cards).
- Discard **Secret 41**.

If **token B** is in **slot III**, *guards are still distracted and you manage to pass undetected.* Continue the Exploration.

Otherwise, go to Script K8.

K73

The dome breaks to pieces, and the victorious Dragon breathes fire. The spit turns the fae camp into a blazing inferno. The fae cower or flee in terror, and you…

Well, you experience a vision.

In it, you see the fae fleeing to their world of darkness, and you closing the portal. You sense that if this doesn't happen, the Dragon will attack again, and it doesn't want anyone to suffer. The Dragon's biggest dream is a safe world, and exiling the fae seems the best and the only bloodless solution.

- Place **token A** in front of you if you **have** the "**Secrets of the Past**" status and **at least 2** of the following:
  - the "**A Heavy Heart**" status.
  - the "**Interference**" part **8** status.
  - the "**Interference**" part **2** status.
  - the "**Light in the Shadow**" parts **3** and **6** status.
  - the "**Attunement**" status.
  - the "**Truth**" status.

Choose one:

- **Share the message with the fae** – *They have no choice but to subordinate.* Go to Script K71.
- **Maybe there is another solution?** (requires **token A** in front of you) – *You can always do the Dragon's bidding, but why don't you look for another solution?* Go to Script K80.

K74

Portals are places where reality is too weak to separate both worlds, but one can imbue the gaps in the border with powerful energy to help it regenerate. This is how the Dragons deal with it.

You consider the portal close to the Umbra's lair and the way it was closed. The Dragon seems surprised by the fact that it can be done using much less power. It deems it a ground-breaking discovery, and the knowledge makes it excited.

There is hope.

- Go to Script K58.

K75

You turn toward the Dragon to try to convince it to give the fae a chance, but suddenly, the unstable portal begins to shrink. The fae, suddenly scared that their families will be trapped inside the Shadow Realm, start behaving aggressively. The Dragon Guardian ignores you and roars. It probably tries to calm down the situation and stifle feverish emotions, but no one understands its intention this way. The fae believe the beast is announcing its readiness to attack them, and a battle begins. Your attempts to end this whole situation in a peaceful manner have come to nothing.

A few Shadeclaws leave the portal and charge at the Dragon, immediately joined by the exhausted Vogandr. The Guardian is weakened and wounded, but repelling the onslaught of a few mystlings is still not a challenge for it.

Panic and terror arise. Some fae flee to the portal, others hide in the forest, yet most stay in the clearing, trying to stand their ground. There is nothing you can do but watch the carnage.

Having dealt with the attackers in a heartbeat, the Dragon puts its paw through the portal and shuts it. It is visibly saddened by the bloodshed. When the portal is down, the Guardian spreads its wings and flies away from the battlefield.

A nagging feeling tells you that wherever other Dragon Guardians went, the situation might have looked the same. Well, the portals will soon be closed. That is good, but what will the consequences be like?

There is no telling. You sigh and set off on the long journey home. You don't think your interference in these events will help anyone anymore.

- Gain the "**Ending**" part **2** status.
- Go to Script Z52.

K76

The fae head for the portal, and the situation seems under control when the general shouts a few orders. A few Shadeclaws leave the portal and attack the Dragon, immediately joined by the exhausted Vogandr. The Dragon is weakened and wounded, but repelling the onslaught of a few mystlings is still not a challenge for it.

The sudden strike causes panic and terror. Some fae flee to the portal, others hide in the forest, yet most stay in the clearing. There is nothing you can do but watch the carnage.

Having dealt with the attackers, the Dragon puts its paw through the portal and shuts it. It is visibly saddened. When the portal is down, the Guardian spreads its wings and flies away from the battlefield.

A nagging feeling tells you that wherever other Dragon Guardians went, the situation might have looked the same. Well, the portals will soon be closed and that is good, but what will the consequences be like?

There is no telling. You sigh and set off on the long journey home.

- Gain the "**Ending**" part **2** status.
- Go to Script Z52.

K77

When you're about to set off from your camp, you hear the shouts of a young man. It's Stan, Auberg's apprentice whom you've saved in Moongur. He must have been following you.

He has a large backpack filled to the brim with clattering equipment.

"I was shocked. Sorry," he says. "You left without saying goodbyes. Auberg was livid that he couldn't thank you properly. And I couldn't thank you, too. Here... This is for you."

He opens the backpack, revealing a small treasury. Then, after a while, he thanks you again and bids you farewell.

- Draw 5 Items and gain any number of them.
- Draw 2 Equipment and gain any number of them.
- Gain **Secret 69**.
- Go to Script K1.

K80

You have enough knowledge to know that both sides are wrong. The Dragons err in thinking that the fae have consciously brought disaster upon the world. The intentions of the fae were right, because the world needed the element of dark to avoid another catastrophe. Unfortunately, they failed and wreaked havoc upon the world, but they hadn't meant to harm anybody. Besides, when the Eclipse happened, the fae wanted to help, but they were not allowed to.

On the other hand, the Dragon Guardians were to defend the disaster-stricken world. They analyzed the situation and figured out who the guilty ones were. It was a radical and a rushed step indeed, but the risk of further disasters was too high. Therefore, the fae were exiled.

Can you put an end to the conflict? And is it worth it? Or maybe your knowledge is not solid facts, but only wishful thinking?

Choose one:

- **Obey the Dragon and convey its message to the fae** – *They must leave. They have no choice but to comply.* Go to Script K71.
- **Make both factions talk** – *The Dragon is in control and hearing the other side's arguments will not hurt it. And fae have no choice. Besides, it's their only chance.* Go to Script K48.

K81

Your mystlings, battered and wounded, stand no chance against the mighty Vogandr, and you have no idea how to defeat the fey, obviously a weapon expert. Failure is inevitable.

Then a loud crack rings out, and you look up. During your ferocious struggle you have damaged the tower – its top is tilting now, and the crystal is about to fall. As a result, the dome weakens, and the Dragon Guardian doesn't fail to notice that. It goes all out and charges with doubled fury. It costs it a lot, almost too much as you see it bleeding from the nostrils and the maw, but the beast finally breaks through.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Vogandr* divider:** Add card **167** a-side up to the Mystling Encyclopedia.
- Add the **Vogandr** Tier card to Random Combats.
- Clear the Arena.
- Gain the "**Weakened**" status.
- Go to Script K73.

K82

Your mystling collapses to the ground, and the Vogandr rushes to intercept the other one, already climbing the tower. You are still facing the fey, but she is much better skilled at fighting than you. There is no denying that you are about to lose the fight.

Unexpectedly, there is a loud crack. You look up and see that your mystling has already managed to damage the crystal! It has to repel the attack of the Vogandr now, but the dome has weakened. This hasn't escaped the Dragon's attention, and the mighty beast turns to attack it once again. It is at the brink of exhaustion but fights on, and its charge appears successful. You notice, however, blood trickling from its maw and nostrils.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Vogandr* divider:** Add card **167** a-side up to the Mystling Encyclopedia.
- Add the **Vogandr** Tier card to Random Combats.
- Clear the Arena.
- Gain the "**Weakened**" status.
- Go to Script K73.

Shadow Alliance

L0 Introduction

After your underground experiences and the encounter with Artios, you are at a loss. You wish you knew what to do next. However, as you travel on, you unexpectedly meet Skuld who was searching for you. Both of you share your suspicions on the recent developments.

"Yes, there is a Dragon Guardian in the north," she says. "Many have seen the beast, and it fills us with fear. The brute appeared close to the area where we are building a haven, an evacuation outpost."

You quickly change the subject and ask her what she thinks of the portals.

"They must be closed! They only further disturb the balance of the world which has been shattered since the Eclipse. Once we get through, we will help you seal them. Good riddance to the world of the dark, I say! First, however, we must flee it. All of us!"

Suddenly, she lowers her voice.

"For that to happen, we need a certain... something. It is crucial that we have it. Otherwise, the evacuation will fail. Can you help me get it?"

Well, you cannot close the portals by yourself, and you are not sure if the Dragons will want to collaborate with you. The fae, however, have collected profound knowledge. Such allies might help you tip the balance and save the crumbling world.

Hints

Combat: Agile Enemy and resilient Enemy.

Other: A Mystling will be useful. may come in handy.

Choose one:

- **Reconsider** – choose another available Scenario from the Worldmap.
- **Start the Scenario** – this is the final Scenario of the campaign! Read on:

– Choose 2 Mystlings to accompany you during this Scenario.

– Perform the Deck Construction.

If you **have** the "**Someone's Missing**" part **2** status, go to Script L69.

Otherwise, go to Script L20.

L1

The situation seems hopeless. The fae are on the brink of exhaustion, but they still repel the Dragon. What's worse, there is a vast hole gaping in the barrier. The Dragon Guardian, however, ceases to attack. Astonished, you watch the creature raise its head and make a vibrating, mesmerizing sound.

As if on cue, a sizable Gaiadon flies out of the forest and heads for the barrier. You expect the mystling to smash against it, but no such thing happens. After all, it is not a Dragon Guardian!

The mystling lands in the middle of the camp and immediately charges for the crystal. You stand in its way. It cannot damage the spire!

– Setup Combat:

- **Arena:** card **16**, map **3**.
- **Enemy Gaiadon:** cards **89**, **90**, **91**, and **92**.
- **Major Corruption: E**.
- **Modifiers:**
  - You may spend 1 Essence to fully Heal one Mystling, remove all Fatigue from one Mystling decks, or gain 3 .

– Close the Adventure Journal and start the Combat.

(See the art on the next page)

L2

The combat suddenly snaps the Gaiadon out of its hypnotic trance. Tired and confused, the mystling takes wing and flies away toward the forest. The crisis is averted for the time being, but the Dragon Guardian of the Water returns to battering the barrier and you have a feeling that it will not last too long.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Gaiadon* divider:** Add card **94** a-side up to the Mystling Encyclopedia.
- Add the **Gaiadon** Tier card to Random Combats.
- Clear the Arena.
- Place **Secret 61** face down in the Event slot. Set to 3.
- Continue the Exploration.

L3

You walk toward the nearby hill which resembles the body of the Dragon Guardian of the Earth. You mention that to Skuld.
"Indeed," she says. "Quite similar. Slaying that monster was one of my people's greatest achievements."
Oh, right. The Dragon Guardian of the Earth is dead. Coming here was a waste of time, then.

- If the is in front of you, go to Script L50.
- If the is in front of you, flip it to the side and go to Script L12.
- **Otherwise**, place the in front of you and go to Script L12.

L4

There is nothing else either of you can do, so you head for the hill. When you reach the top, you hear a long, mighty roar behind you. You turn back to see the Dragon Guardian rising from the water, foaming cascades splashing loudly from its back. The movement of the gigantic creature rocks the waves which gather speed and flood the valley. The Dragon takes off, and it flies in the same direction as you travel. Skuld breaks into a run to follow and so do you.

- Shuffle all Item cards from both the Event slot and Alertness deck back into the Item deck.
- End the Exploration.
- Go to Script L49.

L5

You look around and start gathering material to build a raft. It goes surprisingly quickly and soon you have put together enough wooden pieces to get across the river.

- Place an in front of you – *you have managed to build a makeshift raft.*
- Continue the Exploration.

L6

The crystal looks badly damaged, and even a gentle touch causes chips to fall off. It is not going to be easy to fix it, but you must try. There is no other hope.

- Perform the Test.

When you have 3 : The Test ends immediately. Resolve the matching outcome.
At any moment: You may spend 1 Essence to discard a card you just drew.

8 or less	*You try on and on, but your efforts bear no fruit. The crystal is damaged beyond repair.*	You may spend 2 Essence, to discard all drawn cards and start this Test again. Otherwise, Lock Script L6 and continue the Exploration.
9-10	*Thanks to your efforts, the damaged crystal flashes faintly again, but you have no idea how long it will last.*	Set the to 2. Discard **Secret 62** from the Map. Continue the Exploration.
11	*Thanks to your efforts, the damaged crystal flashes again, and the barrier seems more stable now.*	Set the to 3. Discard **Secret 62** from the Map. Continue the Exploration.
12 or more	*You try on and on, but your efforts bear no fruit. The crystal is damaged beyond repair.*	You may spend , to discard all drawn cards and start this test again. Otherwise, Lock Script L6 and continue the Exploration.

L7

If you play with two players, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If there is still at least one Mystling in the Arena, the player controlling it may continue the combat following the solo rules (they are always the target). Otherwise, go to Script L72.

If you are playing solo, the defeated Mystling Heals up to half (rounded down) of their ❤ and gains 1 Fatigue. Discard its standee from the Arena. If you still have one of your Mystlings that hasn't been used in this combat, you may set it up following standard Mystling setup rules (but place the Mystling standee on the space from which your previous Mystling was discarded) and continue the combat. Otherwise, go to Script L72.

L8

The Dragon Guardian flies up high to dive at the barrier as if to smash it with its own weight.

- End the Exploration.

If you **have at least 5 parts** of the "**Fae Helper**" status, go to Script L11.

Otherwise, go to Script L13.

L9

Skuld is astonished to see the coins in your pouch.

"So much sacred material," she gasps. "May I have them? I need to try something out."

She takes one coin and places it on the crystal. The power of the crystal causes the coin to melt and Skuld, careful and focused, takes a wooden tool and smears the molten metal on the surface of the crystal, filling the cracks. Seeing that it works, you give her the rest of your silver without complaining.

- Discard all Silver.
- Gain the "**Fae Helper**" part **8** status.
- Continue the Exploration.

L10

The path takes you to the top of the hill, and Skuld assures you that you can also take this way to reach her camp. If you think you have enough essence, you should do it.

Choose one:

- **Go to the camp** – this ends the current Exploration. Go to Script L4.
- **Leave** – continue the Exploration.

L11

The Dragon Guardian dives and spits jets of water at the dome. The water doesn't penetrate the barrier, though, and violent streams gush down its curve and immediately flood the area.

This only adds to the fury of the Dragon, which doesn't stop its reckless assault. It crashes into the dome with a thundering sound. Miraculously, the barrier withstands the attack, and the only visible damage is done to the crystal on top of the spire. It cracks a little, spraying little splinters around. The blue Dragon roars in agony, clutching its broken wing, its strength abating. And then, it falls to the ground with a mighty thud.

The wounded beast strains to raise its head. It is shocked and struck with pain, and there is no focus in its eyes. It looks at the dome, but it seems like it doesn't see it.

The fae freeze and wait for the worst to happen, but the Dragon's confusion continues. Skuld smiles with hope, and her kin rush to lead the rest of their folk through the portal. The fae look like they believe they have won.

- Place **token A** in front of you if you **have** the "**Secrets of the Past**" status and **at least 2** of the following:
  - the "**A Heavy Heart**" status.
  - the "**Interference**" part **8** status.
  - the "**Interference**" part **2** status.
  - the "**Light in the Shadow**" parts **3** and **6** status.
  - the "**Attunement**" status.
  - the "**Truth**" status.

Choose one:

- **Help the rest of the fae while keeping an eye on the Dragon** – go to Script L63.
- **Maybe there is another solution to this whole conflict?** (requires **token A** in front of you) – go to Script L14.

L12

The area you are watching is staggeringly vast, and it would take a lifetime to explore all the hills, groves and valleys. How can you find the Dragon Guardian quickly enough?

Choose one:

- **Take another look** – continue the Exploration.
- **Begin the search** – read on:

Look at the Map carefully and decide which area of the Map can hide a Dragon Guardian. If you choose:

- area A, go to Script L3.
- area B, go to Script L33.
- area C, go to Script L41.
- area D, go to Script L27.

L13

The diving Dragon spits a powerful jet of water at the dome. To everyone's terror, the barrier caves in and begins to crack. The cracks get bigger and suddenly the camp is flooded by masses of water, but the bulk of the dome withstands the assault. It enrages the Dragon even more and, as it swooshes past the curve of the dome, it hits it with its paw. There is a blinding explosion of energy and all you can see is the roaring Dragon, soaring up and clutching its broken paw.

Then the beast strikes again and pierces the barrier with the weight of his body. It crushes the tower and many panicking fae. The portal blinks and blurs which is a sure sign of instability.

The Dragon lands heavily, even awkwardly. There is confusion in its eyes as it looks around. The fae grab their weapons and call the reinforcements from the portal.

Place **token A** in front of you if you **have** the "**Secrets of the Past**" status and **at least 4** of the following:

- the "**A Heavy Heart**" status.
- the "**Interference**" part **8** status.
- the "**Interference**" part **2** status.
- the "**Light in the Shadow**" parts **3** and **6** status.
- the "**Attunement**" status.
- the "**Truth**" status.

Choose one:

- **Help them defeat the Dragon** – *It's the Dragon or them.* Go to Script L64.
- **You think of another way, but will anybody listen?** (requires **token A** in front of you) – *Only with a deep understanding of the situation and with sympathy from both sides will you succeed.* Go to Script L66.

L14

You have enough knowledge to know that both sides are wrong. The Dragons err in thinking that the fae have consciously brought disaster upon the world. The intentions of the fae were right, because the world needed the element of dark to avoid another catastrophe. Unfortunately, they failed and wreaked havoc upon the world, but they hadn't meant to harm anybody. Besides, when the Eclipse happened, the fae wanted to help, but they were not allowed to.

On the other hand, the Dragon Guardians were to defend the disaster-stricken world. They analyzed the situation and figured out who the guilty ones were. It was a radical and a rushed step indeed, but the risk of further disasters was too high. Therefore, the fae were exiled.

Can you put an end to the conflict? And is it worth it? Maybe your knowledge is not solid facts, but only wishful thinking?

Choose one:

- **Ignore this idea** – *Revealing yourself to the Dragon will probably make matters worse. The fae are relatively safe and let it stay this way.* Go to Script L63.
- **Try making both factions talk** – *It is risky and you know it, but maybe you will be able to persuade Skuld to go through the barrier and communicate with the Dragon?* Go to Script L67.

L15

Hidden script

The slope of the hill resembles a resting Dragon Guardian, and you are unexpectedly struck by the memory of the Dragon who sacrificed its life to close the portal near Caerberg. It is a sad moment, but you cannot stop thinking that its soul brought you so much torment.

– Continue the Exploration.

L16

A wall of old ashes and oaks stretches along the shore of the lake, their canopies reflecting in the surface of the water.

Choose one:

- **Fell a few trees to build a raft** (only if there is **no** in front of you) – go to Script L5.
- **Leave** – continue the Exploration.

L17

You are approaching the waterfall when it suddenly occurs to you that the waterfall is approaching you as well. You shake your head in surprise and then you realize that it is not an illusion. You have just met a mighty, adult Aquakin. The creature approaches you carefully, with no signs of hostility. A gang of little Aquakins bravely appear from behind your back and run up to their parent.

There is gratitude in the Aquakin's eyes and you know that taming such a wonderful creature, albeit tempting, would make little sense now. The Aquakin should focus on raising its offspring, and besides, you have no time for it anyway.

The Aquakin bows before you and spurts a jet of water at you. The rings you carry flash as they intercept the essence of the Guardian hidden in every drop.

- Discard a .
- Lock Script L35.
- Gain 1 Essence.
- Continue the Exploration.

L18

You look at a middle-sized island not far from the shore. There, you notice a number of weird growths on the land.

Choose one:

- **Swim to the island** – go to Script L23.
- **Row to the island** (requires an in front of you) – go to Script L32.
- **Leave** – continue the Exploration.

L19

On the way to the camp, Skuld begins to curse:

"I wish I had taken my Shadeclaw with me. I was afraid it would catch the attention of that blasted Dragon, and I left it behind. And what? It could have protected us from that wild adult one you fought. Oh, you poor things."

She says her last words to your battered mystlings. She bends over them and silently treats their injuries with uncanny methods you have never seen. You have a feeling that this is the way she expresses her gratitude for your assistance.

- All your Mystlings Heal 4.
- Gain 2 .
- Go to Script L58.

L20

You approach Skuld and tell her that you are willing to help.

"So you agree. That's wonderful," Skuld sighs. "Right. So now we must find any of those blasted Dragons. Look at these rings."

She shows you some hoops one foot wide.

"They enable you to bind some Dragon essence," she explains.

You touch the ring and feel the remainder of your Dragon power sneak into it. The ring flashes in return, but the whole act escapes Skuld's attention.

"We need the Dragon essence to power the barrier which protects us from Guardians. I don't know exactly how it works, but there is no doubt that a strong accumulation of power is confusing for every Guardian. Facing it, the beast ceases to see and even forgets about the place, provided the protected place is infused with the same type of energy as its own. Listen, I think of you as my ally. I sought you hoping you might want to help us."

You are not sure if the word "allies" fits, but indeed cooperation with fae seems the only option available.

And there is an idea. One of the portals has closed, and Skuld says that Guardians are always exhausted after shutting one and they naturally fall asleep. This is how the fae got one of them. If you find another dormant Dragon, it will be possible to steal some of its essence. The only problem might be the Dragons' uncanny ability to blend with their surroundings. Where to start the search, then? And time is running out.

- Discard all Essence – *The ring has absorbed your power.* For each Essence discarded this way, gain 1 .
- If you **have** the "**Light in the Shadow**" part **5** status, *Skuld has an injured leg and slows you down;* place the in front of you.
- Open **Map 24**.

Note: Look at the Map carefully to find possible locations where a Dragon Guardian could hide and use your knowledge from the campaign to eliminate the Dragons that couldn't possibly be there.

- Begin the Exploration.

L21

A few water mystlings frolic at the brook, but they flee when you arrive. You are not surprised by their skittishness. You worry about the proximity of a terrifying Dragon yourself.

There are streams of water flowing down the mystlings' long necks. They must be baby Aquakins! Judging by their size, they must have just hatched. Where is their parent, then?

Choose one:

- **Attempt to calm down the offspring** – go to Script L31.
- **Leave** – continue the Exploration.

L22

You have started cutting down trees to build the raft. Soon enough, waves appear on the lake and a distant growling reaches you. You were loud, yes, but you thought you worked far enough from the waters... Maybe you are close to the Dragon's head?

- Place an in front of you – *You've built a raft.*
- Discard the top Item card from the Alertness deck to the Event slot. You may spend to shuffle the Item card you just discarded back into the Alertness deck and then discard the top card again.
- If there are now 2 or more Items with in the Event slot, go to Script L47. Otherwise, continue the Exploration.

L23

Halfway to the island, you notice ripples on the surface of the lake. The Dragon Guardian must have detected you, but turning back makes little sense now. You desperately press on.

- Discard the top Item card from the Alertness deck to the Event slot.
- If there are now 2 or more Items with in the Event slot, go to Script L47. Otherwise, go to Script L32.

L24

Delicate rays of sun penetrate the canopies and illuminate the ground cover of the forest, blue with hundreds of little berry bushes.

Choose one:

- **Collect berries** – go to Script L26.
- **Chop down some wood to make a raft** (only if there is **no** in front of you) – go to Script L22.
- **Leave** – continue the Exploration.

L25

Hidden script

From afar, the lake seems unperturbed, almost frozen in time. You, however, are intrigued by its three islands with weird, irregular shapes.

- Continue the Exploration.

L26

The mystlings gorge on the berries, but the consequences are entirely different from what you might have expected. The presence of the Dragon Guardian has imbued the fruit with great power and the mystlings, obviously intoxicated with its essence, begin to fool around and make noise. They all fall silent, though, when a guttural roar drowns them out and bubbles of air appear on the surface of the lake. Terrified, you hold your breath.

- Gain 5 .
- Discard the top Item card from the Alertness deck to the Event slot.
- If there are now 2 or more Items with in the Event slot, go to Script L47. Otherwise, continue the Exploration.

L27

Time flies past as you and Skuld trudge toward the mountains where the silhouette of the Dragon looms in the clouds. The closer you get, the more blurred it seems and suddenly the shape disperses. It wasn't a Dragon Guardian. You have wasted your time.

- If the is in front of you, go to Script L50.
- If the is in front of you, flip it to the side and go to Script L12.
- **Otherwise**, place the in front of you and go to Script L12.

L28

The crystal and the machinery feed power to the barrier. The Dragon essence which you collected may also fuel the crystal which seems to weaken.

"Have you seen those?" Skuld asks and points at the cracks in the crystal.

They all glimmer silvery in the sun. The fae filled the cracks with one of the rarest resources in the Shadow Realms that conducts the energy of the Guardians. It can't be simple silver, can it?

Is it possible for you to help there?

Choose one:

- **Sacrifice some power from the rings** (only if you **don't have** the "**Fae Helper**" part **3** status; requires at least 1 Essence) – go to Script L29.
- **Sacrifice all the power from the rings** (only if you **don't have** the "**Fae Helper**" part **3** status; requires at least 2 Essence) – go to Script L36.
- **Give Skuld silver coins to fill the cracks** (requires at least 3 Silver) – go to Script L9.
- **Leave** – continue the Exploration.

L29

You feed the essence to the crystal, and almost immediately the barrier seems stronger and more stable.

- Gain the "**Fae Helper**" part **3** status.
- Discard 1 Essence.
- Continue the Exploration.

L30

With your first steps, you already feel the power of the island. Soon, you come across a crystal jutting from the ground. Skuld approaches and raises her ring which almost immediately begins leaching power. Having filled a few of them, you realize that the crystal has no more power to share. You return to the shore.

- Gain 1 Essence – *You have managed to load a few fae rings with the power of the Dragon.*
- Lock Script L40.
- Continue the Exploration.

L31

- Perform the Test.

At the end of the Test: If you **have** at least 2 , discard the top Item card from the Alertness deck to the Event slot. If there are now 2 or more Items with in the Event slot, immediately go to Script L47. Otherwise, nothing happens.

Spend : You may look at the top 4 cards of the Item deck and discard any number of it. Return the rest in a chosen order.

If you have at least 3 parts of the "Empathy" status: You may ignore up to 2 – *The younglings feel rather safe around you.*

5 or less	*You feel tired and you give up, and Aquakins run away.*	Gain 1 Fatigue. Continue the Exploration.
6	*You have put a lot of energy into it, but eventually the little ones begin to follow you at a safe distance.*	Gain 1 Fatigue. Place a in front of you. Lock Script L21. Continue the Exploration.
7	*The little ones begin to follow you at a safe distance.*	Place a in front of you. Lock Script L21. Continue the Exploration.
8 or more	*You have frightened the Aquakins, and they hid in the stream. You will not have a second chance.*	Lock Script L21. Continue the Exploration.

L32

The moment you place your foot on the ground, you realize that it starts to shift. You energize the rings, and at the same time fight to stand still as the ground becomes more and more unstable. It dawns on you that you are actually standing on the head of the Dragon, and it knows about it. Eventually, you cannot stand the pressure anymore. You give up and flee.

- Gain 1 Essence – *You have managed to energize a few rings.*
- Discard 2 top Items cards from the Alertness deck to the Event slot. You may spend to choose one of them, shuffle it back to the Alertness deck and then discard the top Item card from the Alertness deck.
- If there are now 2 or more Items with in the Event slot, go to Script L47. Otherwise, Lock Script L18 and continue the Exploration.

L33

As you near the lake, you feel disturbing vibrations. Weeks of bearing the Dragon soul within yours made you sensitive to the presence of the energy of the Dragon Guardians. You are sure that one of them is somewhere nearby. You beckon to Skuld and you head toward the shore.

– Go to Script L39.

L34

Some fae come through the portal, casting around unsure looks. Others bustle and yell orders, helping to move the loaded carts. The din is deafening. The fae seem to be in a hurry, but the sight of the approaching beast makes them falter. Some look as if they are about to run back.

The portal, too, seems unstable, probably due to the functioning of the barrier and the vicinity of the Dragon. Those fae, who know the portal stabilizing technology, are busy fighting the Dragon. If the passage closes down, some fae will be trapped forever on the other side.

Choose one:

- **Try to stabilize the portal** (only if you **don't have** the "**Fae Helper**" part **6** status) – *You are not sure how to do it, but it is worth trying.* ⌛. Go to Script L38.
- **Cross the portal** – go to Script L42.
- **Leave** – continue the Exploration.

L35

If a 🌀 is in front of you, go to Script L17.

Otherwise, read on:

There is nothing important for you to do here. Well, there is a glorious waterfall here, but you have no time to admire it.

– Continue the Exploration.

L36

The crystal has received masses of Dragon energy and it seems to revive. It transfers the power into the barrier which strengthens it. Skuld claps her hands, rejoicing, and the other fae howl with glee.

– Gain the "**Fae Helper**" part **3** and **4** status.
– Discard all your Essence.
– Continue the Exploration.

L37

Hidden script

The object you have just noticed on the side of the mountain could be a shadow, a jagged crack or the body of a Dragon. It is too far away to make sure, given that you have no idea what the Dragon Guardian of the Dark looks like. Or if it even exists. So far, it has only inhabited bedtime stories.

– Continue the Exploration.

L38

You watch the portal's behavior and the small devices deployed around it. You have no idea what to do next, and when you look at Skuld, she only shakes her head.

– Perform the Test.

At the end of the Test: You may spend 1 Essence to ignore 🌀 effect below.
At the end of the Test: If you **have** at least 2 🌀, ⌛.
For each part of the "Portal Knowledge" status you have: You may discard a card you just drew.

5 or less	*No matter how hard you try, the portal is still unstable.*	Continue the Exploration.
6	*By method of trial and error, you have made the portal a little more stable.*	Gain 1 Fatigue. Gain the "**Fae Helper**" part **6** status. Lock Script L34. Continue the Exploration.
7	*Luck is on your side, it seems. The portal stopped flickering, and it seems stable.*	Gain the "**Fae Helper**" part **6** status. Lock Script L34. Continue the Exploration.
8 or more	*The portal looks less stable than before you started trying to fix it. Touching it again would be a bad idea.*	Lock Script L34. Continue the Exploration.

L39

Watching the islands from the shore of the lake, you realize that they do resemble a Dragon Guardian. What is more, you feel its power.

"The monster is sleeping," Skuld says. "Good for us. But it will wake up soon, when it steals enough energy from the lake. We can sneak up on it and try to suck out some of its essence. The more, the better, but no risk, please. There is too much at stake for us to die now."

She shows you a few rings.

"This is our tool to store Dragon essence, and for all I know, we should avoid approaching the Dragon's head. Their senses are heightened, so you never know. What I don't know is how we get there. I am not good at sailing or swimming. There isn't enough water in the Shadow Realm to learn."

- Open **Map 25**.
- Take 4 random Items without from the Item deck, and 2 random Items with 1 . The values and effects of the cards don't matter. Shuffle those 6 Items and place them face down in the slot on the right side of the Location map. These cards create an Alertness deck, which represents the alertness level of the Dragon Guardian. During this Exploration, your actions might result in discarding cards from this deck to the Event slot beneath it. When you discard a second Item with , your Exploration ends.
- If you **have** the "**Revelation**" status, add 2 random Items without to the Alertness deck – *you know how to distract the Dragon with its own Essence.*
- If you **have** the "**Consequences**" status, add 2 random Items with to the Alertness deck – *you wasted too much time in Moongur.*
- If **token B** is in front of you, add 1 random Item with to the Alertness deck – *Because you lingered, the Dragon is closer to waking up.*
- Begin the Exploration.

L40

The island in the middle seems the largest of the three and it is located quite a long way from the shore.

Choose one:

- **Swim to the island** – go to Script L43.
- **Sail to the island** (requires an in front of you) – go to Script L30.
- **Leave** – continue the Exploration.

L41

You set off in the direction of the dark crack. The closer you are, the less it looks like a Dragon. It is most likely just a rock formation. You have wasted your time and you blame yourself for the mistake. Isn't the Dragon Guardian of the Dark only a villain from fairy tales?

- If the is in front of you, go to Script L50.
- If the is in front of you, flip it to the side and go to Script L12.
- **Otherwise**, place the in front of you and go to Script L12.

L42

Together with Skuld, you cross the portal to the Shadow Realm. On the other side, you see immense crowds of fae. It looks like only a few of them decided to enter your reality. The others prefer to wait until it is safe, but they don't take the waiting very well. Most of them seem impatient, irritated, even fearful.

- Gain **Secret 64**.
- Continue the Exploration.

L43

Halfway there, you notice ripples appear on the surface of the lake. It seems like the Dragon Guardian has a restless sleep.

Discard the top Item card from the Alertness deck to the Event slot. If there are now 2 or more Items with in the Event slot, go to Script L47.

Otherwise, go to Script L30.

L44

Hidden script

A sharp, pointed object is jutting out of the water close to the shore. As you near it, you see it is a Dragon claw. You hold out the ring to load it, and immediately reach for another one.

- Gain 1 Essence – *You manage to load a few rings with the Dragon's essence.*
- Lock Script L44.
- Continue the Exploration.

L45

Hidden script

Fickle gusts of wind tend to herd clouds into various shapes, some of them strikingly similar to animals and monsters.

– Continue the Exploration.

L46

The barrier seems to be thin, almost flickering here. It is most certainly its weakest spot and you feel you should try to understand the nature of the malfunction and perhaps fix it.

Choose one:

- **Try to fix the barrier** – ⌛. Go to Script L52.
- **Leave** – continue the Exploration.

L47

A guttural, deafening roar shatters the silence. The ground shakes and gigantic waves appear. The Dragon Guardian has awoken. Skuld curses and pulls you toward the stream. Both of you jump into the water in time to hide before the monster sees you.

The Dragon emerges from the water, great cascades splashing down its back. Its sudden appearance creates turbulent waves which invade the shore of the lake and reach the stream. You and your companions are thrown against the opposite bank.

The Dragon flies up, striking awe and fear into your hearts. It is diving in the direction of the fae camp. Skuld springs up, terrified, and runs there. You have no choice but to follow.

– Each of your Mystlings gains 1 Fatigue.
– Shuffle all Item cards from both the Event slot and Alertness deck back into the Item deck.
– End the Exploration.
– Go to Script L49.

L48

You consider the smallest of the islands, an oblong one located away from the shore.

Choose one:

- **Swim to the island** – go to Script L55.
- **Sail to the island** (requires an in front of you) – go to Script L62.
- **Leave** – continue the Exploration.

L49

You run like fury through the forest. Every few hundred steps, you come across a small portal or a crack. Panting, you ask Skuld what to think about them.

"Don't worry about them." Skuld is exhausted, too. "These are just ripples from the big moon gate and will close when the big one does."

You scurry on when a cry of pain rings out somewhere before you. It is Skuld! You turn to reach her, and you see a bleeding wound on her leg. You look around the shady forest, but there is nothing threatening in sight. You are about to help Skuld dress the wound when one of the shadows turns corporeal and attacks.

– Setup Combat:
  - **Arena:** card **24**, map **2**.
  - **Enemy Shadeclaw:** cards **141**, **142**, and **143**.
  - **Major Corruption: E**.
– Close the Adventure Journal and start the Combat.

(See the art on the next page)

L50

A guttural roar comes from the water. The lake stirs, hinting at the formidable size of the Dragon Guardian hiding in the depths. You're almost sure that the Dragon is waking up, but then, the water calms, and only a few large bubbles appear on the surface.

"Come," Skuld says, her face pale. "We need to approach this beast."

- Place **token B** in front of you – *The Dragon Guardian is uneasy. You must be very careful not to wake it up.*
- Go to Script L39.

L51

A distressed crowd is gathered around the portal. The fae are scared and shocked, some yell and others pray. You could help contain the situation by allowing the fae warriors to focus on repelling the Dragon. But will they heed a strange human?

Choose one:

- **Help contain the situation** – ⌛. Go to Script L54.
- **Leave** – continue the Exploration.

L52

- Perform the Test.

If you have at least 2 parts of the "Portal Knowledge" status: You may ignore the effect below.
When you have 3 : The Test ends immediately. Resolve the matching outcome.
At the end of the Test: You may spend or 1 Essence to discard all drawn cards and start the Test again.

5 or less	*You haven't managed to fill the crack in the barrier.*	Continue the Exploration.
6	*The crack in the wall seems to get even wider. You'd better leave it alone.*	Lock Script L46. Continue the Exploration.
7	*The structure of the ground has made the barrier weaker here. The only solution is to decrease the diameter of the dome, which causes the crack to heal.*	Gain the "**Fae Helper**" part **2** status. Lock Script L46. Continue the Exploration.
8 or more	*The crack in the wall seems to get even wider. You'd better leave it alone.*	Lock Script L46. Continue the Exploration.

L53

The Shadeclaw is a terrifying opponent that uses shadows as extra limbs. With a tremendous effort, you manage to chase it away. You help Skuld stand up and support her as you move on. She walks with a limp, but her face shows no emotions.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- ***Shadeclaw* divider:** Add card **145** a-side up to the Mystling Encyclopedia.
- Add the **Shadeclaw** Tier card to Random Combats.
- Clear the Arena.
- Gain 2 – *The victory empowers your Mystlings, which, in turn, are getting pumped for another fight.*
- Go to Script L58.

L54

You do your best to calm the fae and relieve the tension.

– Perform the Test.

When you have 4 : The Test ends immediately. Resolve the matching outcome.

Once per Test: If you **have** the "**Future of Caerberg**" part **4**, **5**, or **6** status, you may discard a card with after you draw it – *you know how to speak to crowds.*

Once per Test: You may spend 1 Essence to add 4.

7 or less	*The fae ignore you.*	Continue the Exploration.
8-11	*It takes you a while, but you manage to draw the crowd's attention to yourself. The fae begin to calm down and there appears a semblance of order in the crowd.*	. Gain the "**Fae Helper**" part **7** status. Discard **Secret 64**. Continue the Exploration.
12-15	*A vocal fey insults you, which results in a fiery argument.*	. Continue the Exploration.
16 or more	*It takes you a while, but you manage to draw the crowd's attention to yourself. The fae begin to calm down and there appears a semblance of order in the crowd.*	Gain the "**Fae Helper**" part **7** status. Discard **Secret 64**. Continue the Exploration.

L55

As you swim, the surface of the lake gets rough, and the waves grow stronger and stronger. The Dragon Guardian must have sensed something.

– Discard the top Item card from the Alertness deck to the Event slot. If there are now 2 or more Items with in the Event slot, go to Script L47. Otherwise, go to Script L62.

L56

The fae guard the barrier with their rings which absorb part of the energy hurled by the Dragon. The rings accumulate more and more power until they flash blindingly. Some other fae run up to the defenders, replace the rings with cold, dark ones, and hastily take the loaded rings to the tower.

Choose one:

- **Absorb the Guardian's power** (only if **slot I** is **empty**) – . Gain 2 Essence. Place **token B** in **slot I**. Continue the Exploration.
- **Protect the barrier** (only if you **don't have** the "**Fae Helper**" part **5** status) – . Go to Script L57.
- **Leave** – continue the Exploration.

L57

- Perform the Test.

Start of the Test: If you **have** the "**Interference**" part **7** status, you may look at the 2 top Item cards and discard one of them – *the Dragon feels that you are the one who hindered the rebirth of its sibling. Its hatred makes it attack a little stronger but at the same time makes it careless.*

Once per Test: You may spend 1 Essence to discard a card you just drew.

When you draw a card with 👁, once per Test: Immediately draw another card.

3 or less	*You haven't done much.*	Continue the Exploration.
4	*Your contribution allows the fae to take a breath, and the barrier feels stronger. However, you feel exhausted and so do your mystlings.*	Gain 1 Fatigue. Gain the "**Fae Helper**" part **5** status. Continue the Exploration.
5	*Your contribution allows the fae to take a breath, and the barrier feels stronger.*	Gain the "**Fae Helper**" part **5** status. Continue the Exploration.
6 or more	*Your help doesn't make any difference, only that you get more and more exhausted. Maybe you can contribute somewhere else?*	Gain 1 Fatigue. Continue the Exploration.

L58

The roaring of the Dragon Guardian and the sounds of a battle can be heard from afar. When you and Skuld reach the camp, you see a shimmering barrier most likely created and powered by the tower in the heart of the camp. The Dragon, which keeps trying to break the barrier with powerful water jets, must be infuriated by the resistance.

You also see a portal and groups of fae traveling through it. So, this is the evacuation from the Shadow Realm.

"See the cracks in the barriers?" Skuld shouts. "The haven is failing. We must power the crystal and try to fix all the damage in it!

- Open **Map 26**.
- Place **Secret 59** face down in the Event slot. Set ⏳ to 2.
- If **token B** is in front of you, discard it, *you should have hurried up. The Dragon has already done considerable damage to the barrier that is barely holding up;* ⏳.
- Begin the Exploration.

L59

The Dragon Guardian attacks the barrier with one furious water jet after another. The creature seems bent on getting to the portal and shutting it down.

Choose one:

- **Try to distract the Dragon with a counterattack** – ⏳. Go to Script L61.
- **Try to distract the Dragon with its own essence** (spend 1 Essence) – ⏳. Go to Script L65.
- **Leave** – continue the Exploration.

L60

The Shadeclaw hurls your mystlings against the nearest trees like it was all fun. You are not a challenge, so the mystling gets bored and after a while, it disappears in the dark among the trees.

You manage to reach Skuld and the mystlings, but the fight has cost you a lot of time, perhaps even too much. Supporting each other, you follow the path away from the Shadeclaw. Skuld walks with a limp, but her face is firm.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Shadeclaw* divider:** Add card **145** a-side up to the Mystling Encyclopedia.
- Add the **Shadeclaw** Tier card to Random Combats.
- Clear the Arena.
- Place **token B** in front of you – *It takes you some time to get a grip after the clash with the Shadeclaw. Too much time, actually.*
- Go to Script L19.

L61

- Perform the Test.

Start of the Test: You may spend 2 Essence to immediately resolve a chosen outcome.

Start of the Test: If you **have** the "**Interference**" part **3** status, you may look at the top 3 Item cards and discard any number of them. Return the rest in a chosen order – *the Dragon looks distracted and weakened. You, too, would be crushed if someone would doom your home.*

At the end of the Test: If you **have** at least 3 , gain 10 .

5 or less	*The Dragon Guardian has effortlessly thrown the mystlings away and pays no more attention to them.*	Gain 3 . Continue the Exploration.
6	*The Dragon Guardian has thrown the mystlings away, but changes its position. It will be much harder to approach it now.*	Gain 3 . Lock Script L59. Continue the Exploration.
7	*You have hit the Dragon Guardian's soft spot, and it abandons storming the dome for a while.*	Gain the "**Fae Helper**" part **1** status. Lock Script L59. Continue the Exploration.
8 or more	*The Dragon Guardian has thrown the mystlings away, but changes its position. It will be much harder to approach it now.*	Gain 5 . Lock Script L59. Continue the Exploration.

L62

The moment you place your foot on the ground, you realize that it starts to shift. You load up the rings, and at the same time, you fight to stand still as the ground becomes more and more unstable. It dawns on you that you are actually standing on the tail of the Dragon, and it knows about it. At one point, you cannot stand the tension. You give up and flee.

- Gain 1 Essence – *You have managed to energize a few rings.*
- Discard the top Item card from the Alertness deck to the Event slot. You may spend to shuffle just discarded Item back to the Alertness deck and discard the top Item card from the Alertness deck to the Event slot.
- If there are now 2 or more Items with in the Event slot, go to Script L47. Otherwise, Lock Script L48 and Continue the Exploration.

L63

Hundreds of fae go through the portal and mill under the dome. You, however, together with a few warriors, focus your attention on the Dragon. You do not feel its powerful aura, and as you discreetly open your mind to visions, you pick up only pain and confusion. As unlikely as it seems, the Dragon seems to have no idea what it is doing here and why it has been hurt. At some point, it takes wing and sprinkles the area with rain. Soon, it's gone.

The victorious fae sigh with relief. Skuld and the commander of the camp thank you for your support and promise an eternal alliance.

"Tell your people that we seek to cooperate," the commander adds. "And if that doesn't work, at least make them understand that we are not a threat."

When all the fae cross the portal, they shut it and promise to do the same with all the others once all of their kith and kin are safe in your reality.

You gather your thoughts. The largest portal is shut, the Dragon soul has stopped tormenting you, and the fae are relatively safe. Still, many portals are open, and the fae's attitude may portend a war on the Dragons. When will it all end? But you feel like there is no place for you in the upcoming story. You must return to Caerberg and protect your people. Only once they are safe will you be able to engage further in this conflict.

- Gain the "**Ending**" part **3** status.
- Go to Script Z52.

L64

The Dragon is confused, but still strong enough to unleash real hell. Its every attack results in the death of many fae and mystlings. The portal itself has also been hit once with a beam of energy and has shrunk as a result.

The fae, however, stand tall and resist the Dragon with all they have. Some use the rings to weaken the Dragon even more, others fight it with nasty-looking weapons, constantly aided by mystlings from the portal.

Eventually, the Dragon realizes that its fury has brought it to the threshold of death. In a last desperate effort, it flies up, bleeding and oozing essence, but only to receive a few more blows. Still high above the ground, its body transforms into an enormous ball of water. It splashes down and floods the area, carving a large lake in the ground.

You cannot believe how much death was necessary to defeat the Dragon. Saddened, you also realize that its death may cause further chaos among the elements. The victorious fae cheer, but their shouts die down as they realize how much the victory has cost them.

Skuld and the commander of the camp thank you for your support and promise that you may always come to them as a friend if you need anything.

"Tell your people that we seek to cooperate," the commander adds. "And if that doesn't work, at least make them understand that we are not a threat. After all that has happened, all we want to do is start a peaceful chapter in our history."

When all the fae cross the unstable portal, they quickly shut it, relieved that it hasn't collapsed. They also promise to do the same with all the others once all of their kith and kin are safe in your reality.

You gather your thoughts. The largest portal is shut, the Dragon soul has stopped tormenting you, and the fae are relatively safe. Still, many portals are open, and the fae's attitude may portend a war on the Dragons. When will it all end?

- Gain the "**Ending**" part **4** status.
- Go to Script Z52.

L65

You direct a beam of energy from the ring at the Dragon. The beast immediately loses focus and stops attacking, which allows the fae to catch their breath and regroup. The respite is temporary as the Dragon circles back to strike again.

- Gain the "**Fae Helper**" part **1** status.
- If you **have** the "**Revelation**" status, *your knowledge from the desert tower allows you to retain the Dragon essence;* gain 1 Essence.
- Lock Script L59.
- Continue the Exploration.

L66

You have enough knowledge to know that both sides are wrong. The Dragons err in thinking that the fae have consciously brought disaster upon the world. The intentions of the fae were right, because the world needed the element of dark to avoid another catastrophe. Unfortunately, they failed and wreaked havoc upon the world, but they hadn't meant to harm anybody. Besides, when the Eclipse happened, the fae wanted to help, but they were not allowed to.

On the other hand, the Dragon Guardians were to defend the disaster-stricken world. They analyzed the situation and figured out who the guilty ones were. It was a radical and a rushed step indeed, but the risk of further disasters was too high.

Can you put an end to the conflict? And is it worth it? Maybe your knowledge is not solid facts, but only wishful thinking?

Choose one:

- **There is no time for such an action** – *The Dragon is about to spit jets of water and kill everybody around. There is no time to talk!* Go to Script L64.
- **Try to stop this madness** – *Your words are controversial, but you hope that they will appear shocking enough to stop the madness.* Go to Script L68.

L67

Skuld indeed thinks that this is madness, but you tell her that if she refrains from action, the fae will cower in fear for decades under such domes. Finally convinced, she nods, ready to sacrifice herself for the cause.

You are the first to approach the Dragon. The monster looks at you and after a while, it senses the echo of the Dragon soul you carried for so long. Its eyes regain their focus. You come a few steps nearer, opening your mind to visions, and begging it to display patience.

You ask the Dragon to talk to a fey and hear her out. The Dragon seems reluctant, but you feel that it is dwelling on its own defeat. You also detect its respect for the enemy, albeit well hidden. It finally agrees to talk to the fey.

You call Skuld and instruct her how to open her mind.

- Go to Script Z51.

L68

You shout out your absurd words, and everyone freezes. You use the moment of stunned silence to yell out another warning. You say that everyone is wrong and there is no need for any bloodshed. The fae, who have taken advantage, should reconsider their strategy, and the Dragon, which is facing defeat, had better understand that further resistance will kill it. The Dragon Guardian of the Earth died for similar reasons which you saw with your own eyes.

Much to your joy, nobody seems willing to return to combat. You suggest that the Dragon should peek into one of the fae's souls and, in return, share its experience from the catastrophe in ancient times.

"All right." Skuld steps up. "I will tell the monster how it hurt my people."

You instruct her how to open up to a Dragon's vision and this is what she does.

- Go to Script Z51.

L69

When you're about to set off from your camp, you hear shouts from a young man. It's Stan, Auberg's apprentice whom you've saved in Moongur. He must have been following you.

He has a large backpack filled to the brim with clattering equipment.

"I was shocked. Sorry," he says. "You left without saying goodbyes. Auberg was livid that he couldn't thank you properly. And I couldn't thank you, too. Here, this is for you..."

He opens the backpack, revealing a small treasury. Then, after a while, he thanks you again and bids you farewell.

- Draw 5 Items and gain any number of them.
- Draw 2 Equipment and gain any number of them.
- Gain **Secret 69**.
- Go to Script L20.

L70

You encourage the fae warriors to taunt the Dragon. You are sure that, with all the preparations, it will be weakened enough for you to win. The Dragon reacts to your actions and takes to the air. A few moments later, it nosedives at the barrier.

- End the Exploration.
- Go to Script L13.

L71

The Dragon Guardian of the Water is continuously trying to break the barrier. Fortunately, to no avail. Yet.

- **Confront the Dragon now** (requires **at least 4** parts of "**Fae Helper**" status) – this ends the Scenario. Go to Script L70.
- **Leave** – continue the Exploration.

L72

Your resistance against the Gaiadon is futile, and the mystling's fury is devastating. In its final assault, the Gaiadon damages the crystal and, finally released from the Dragon's influence, it flies away. You, however, see that the danger is not over. It is the crystal that powers the barrier! The fae still support the integrity of the barrier with their rings, but they won't hold it for too long.

- Each Mystling that took part in this Combat Heals up to half (rounded down) of their ❤.
- Gain 1 Fatigue.
- ***Gaiadon* divider:** Add card **94** a-side up to the Mystling Encyclopedia.
- Add the **Gaiadon** Tier card to Random Combats.
- Clear the Arena.
- Place **Secret 61** face down in the Event slot. Set ⏳ to 1.
- Gain **Secret 62** – *You must fix the crystal immediately, otherwise the barrier will disintegrate.*
- Continue the Exploration.

Other Scripts (Z)

Z1

You have much more important things to do right now than a brief visit to the town. However, you find a moment to train with your Mystlings.

– Draw 2 cards from the Advancement deck, choose 1 and place it behind the *Unlocked cards* divider. Shuffle the other card back to the Advancement deck. Then, start one of the available Scenarios.

Z2

The glade with the ancient tree and the surroundings of the newly-risen mound are dangerous. There are many wild, ill-tempered mystlings, beasts from beyond the portal, and who knows what else!

Choose one:

- **Track mystlings** – draw all and Mystlings from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Meditate by the mound** – *Anger and longing appear in your heart. They are not your emotions, but you feel like they make you stronger.* Gain 1 Essence. Then, start one of the available Scenarios.
- **Investigate the portal sealed by the Dragon** – go to Script Z20.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z3

If you need supplies, there is no better place to visit than Caerberg.

Choose one:

- **Buy supplies** – draw 4 Items. Up to 2 times, you may spend 1 Silver to gain 1 of them. Discard the rest. Then, start one of the available Scenarios.
- **Buy an artifact from a foreign merchant** – you may look at **Secret 70**. You may spend 6 Silver to gain **Secret 70**. Then, choose again.
- **Sell equipment** – up to 2 times, spend 1 Equipment to gain 2 Silver. Then, start one of the available Scenarios.
- **Lead your Prowler to its kin** (only if you **have** the **Prowler Quest card** available) – go to Script Z19.
- **Train Young Iceling** (only if you **don't have** the "**Ice**" status and **have** the **Young Iceling** Quest card available; spend 4 Essence) – go to Script Z55.
- **Train Young Emberling** (only if you **don't have** the "**Ember**" status and **have** the **Young Emberling Quest card** available; spend 4 Essence) – go to Script Z56.
- **Visit another place** – choose a different World Map script or start one of the available Scenarios.

Z4

The depths of the forest where you once strayed are full of powerful mystlings that may help you in your endeavors.

Choose one:

- **Track mystlings** – draw all Tier 1 and Tier 2 Mystlings from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Make an offering** – *Throwing coins into a noxious pond has odd results.* Up to 2 times, spend 2 Silver to gain 1 Essence. Then, start one of the available Scenarios.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z5

The Academy gates are still closed, but they let you in reluctantly. You are, after all, the chief of tamers from Caerberg.

The political situation in the Academy is quieting down, but there are still problems with trade as the canyon has been impassable up to now. You can't help but notice looks of uncertainty on students' and professors' faces – the news of the portals in the sky, Dragon Guardians activity, and fae must have finally reached here.

Choose one:

- **Trade** – draw 3 Equipment. Up to 2 times, you may spend 4 Silver to gain 1 of them. Discard the rest. Then, start one of the available Scenarios.
- **Buy a collar that belonged to a long perished Blazereef** – you may look at **Secret 71**. You may spend 8 Silver to gain **Secret 71**. Then, choose again.
- **Learn** (spend 5 silver) – draw 5 cards from the Advancement deck, choose 2 and place them behind the *Unlocked cards* divider. Shuffle the rest of the drawn cards back to the Advancement deck. Then, start one of the available Scenarios.
- **Visit the rector** (requires the "**Storyteller**" part **3** status) – go to Script Z21.
- **Access the library with your Young Shadeclaw** (only if you **have** the **Young Shadeclaw Quest card** available) – go to Script Z29.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z6

The wind blows among the peaks of the mountains, the frozen lake creaks loudly. The gate to the fae ruins stands wide open, allowing you to look at the Chrysomallons who nest inside.

Choose one:

- **Track the mountain mystlings** – draw all and Mystlings from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Enter the ruins and investigate the archive** (requires the "**Knowledge Secured**" status) – go to Script Z22.
- **Visit a mountaintop with your Firple** (only if you **have** the **Firple Quest card** available) – go to Script Z25.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z7

If you **have** the "**Interference**" part **3** status, *you won't risk approaching the islands after what you did;* choose a different World Map Script or start one of the available Scenarios.

Otherwise, read on:

The shimmering waters of Lake Llyndraig are quite a sight to behold, but your attention is entirely taken by the archipelago of islands floating in the air. You notice the monastery on one of them and see that its gates are closed.

Choose one:

- **Track the local mystlings** – draw all Tier 3, 4, and 5 Mystlings from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Absorb the pervasive energy of the Dragons** – gain 2 Essence. Then, start one of the available Scenarios.
- **Enter the skull with your Young Gaiadon** (only if you **have** the **Young Gaiadon Quest card** available) – go to Script Z57.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z8

There is a change in the dry taste of the desert air and you realize that you feel water in it. Indeed, the first tents appear on the scorched sands, and a body of water behind them. You have finally arrived at the oasis.

Choose one:

- **Track the desert mystlings** – draw all and Mystlings from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Visit the oasis with your Young Bolb** (only if you **have** the **Young Bolb Quest card** available) – go to Script Z27.
- **Approach a familiar figure** (requires the "**Lost Engineer**" part **1** status) – *The engineer you rescued is here. And he's not alone.* Go to Script Z28.
- **Trade** – draw 5 Items and 2 Equipment. You may buy up to 3 Items for 2 Silver each. You may buy up to 2 Equipment for 4 Silver each. Then, start one of the available Scenarios.
- **Buy a fragrant plant** – you may look at **Secret 73**. You may spend 8 Silver to gain **Secret 73**. Then, choose again.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z9

The sun has penetrated the patches of dense fog here and there, but the swamp still remains a deadly place to traverse. Also, it never stops moving, shifting and devouring. The entrance to the collapsed temple of light has vanished entirely.

Choose one:

- **Track mystlings** – *Surprisingly, this place draws in all kinds of creatures.* Draw all cards from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Send your Darktailen to play in the fog** (only if you **have** the **Darktailen Quest card** available) – go to Script Z26.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z10

You don't have the time to visit this place!

– Choose a different World Map Script or start one of the available Scenarios.

Z11

Go to Script Z12.

Z12

- Choose 1 of your Tamed Mystlings (2 : each player chooses 1 Mystling).
- Perform the Deck Construction.
- Take the Random Combat deck and either choose any card or draw one at random.
- Setup Combat as instructed on the Tier card.
- Instead of going to a certain Script after the Combat, read the following:

Tame: Take cards listed on the Tier card and place them behind the *Party* divider. Add the Mystling Encyclopedia cards listed on the Tier card to the Mystling Encyclopedia. Return your Enemy Tier card to the Tier cards deck.

Win: Gain 1 Essence. You may Tame the Mystling by spending the required amount of Essence.

Lose: Nothing happens. Better luck next time.

Z13

The entrance to the ruins collapsed after the violent tremor.

Choose one:

- **Track the local mystlings** – draw all Tier 1 and Tier 2 Mystlings from the Random Combat deck. You may Tame one of them by spending the required amount of Essence. Then, start one of the available Scenarios.
- **Explore the ruins** (requires the "**Secret Exit**" status) – go to Script Z23.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z14

The canyon is still impassable; however, you see several workers protected by Academy guards accompanied by mystlings. They try to clear the landslide.

Choose one:

- **Investigate the caves unearthed by the landslide** – go to Script Z24.
- **Buy a crystal unearthed by merchants** – you may look at **Secret 72**. You may spend 8 Silver to gain **Secret 72**. Then, choose again.
- **Visit another place** – choose a different World Map Script or start one of the available Scenarios.

Z19

You sit and watch the Prowler cautiously approach the mystlings from Caerberg. Both sides seem hesitant at first, but the ice is quickly broken and the mystlings begin playing. Their game gradually becomes more and more serious and soon you see that the mystlings share their knowledge in their own uncanny way.

The Prowler glances back at you, and you see gratitude in its eyes. It looks thankful for the learning opportunities you have provided.

- Flip the Prowler Quest card to the **b-side** and place the previous Prowler stat card (129) behind the *Removed* divider. From now on, use the unlocked card as a Prowler stat card.
- Start one of the available Scenarios.

Z20

The portal is a fine line cutting the air in front of you. A damp wind blows from within, heavy with an unpleasant odor. It smells faintly of marsh and mushrooms. The crack is no wider than half the thickness of a finger, making it too narrow for any being to pass through, but you can peek inside.

The sky is dark, save for a few dimly glowing stars that do little to dispel the gloom. The landscape is illuminated by a handful of faint light sources – luminous mushrooms and a few marshy pools full of shimmering water. Suddenly, your view is obscured by a massive shadow – the booming sound of its enormous paws echoes in your head as you quickly step back. Could it be a mystling? If so, it would have to be as big as, or even bigger than, a full-grown Gaiadon!

- Start one of the available Scenarios.

Z21

The rector greets you with open arms. He once again thanks you for speaking on his behalf to the board of professors. And for assisting Ida. He expresses his delight at having had the chance to see her then.

The rector shares his concerns about the recent events:

"I feared that the recent eclipse could be the Eclipse. When you confirmed my worries, I felt compelled to push the other professors to investigate this phenomenon. We haven't uncovered much so far, but I want to share everything we've learned with you.

"The elements of darkness and light, they're behaving a bit differently – they are more stable than usual. Our researcher dispatched to the portal near Caerberg has sent back word that these elements are also flowing through the portal in both directions. The other elements seem completely indifferent to this change.

"Furthermore, the pieces of armament we found in the clearing surrounding the portal are adorned with patterns similar to some artifacts from the time of the Cataclysm."

- If you **don't have** the "**Understanding**" part **7** status, gain the "**Understanding**" part **7** status.
- Start one of the available Scenarios.

Z22

You navigate through the ruins teeming with Chrysomallons, heading toward a building filled with the knowledge of the former inhabitants of this place. You are relieved that you have lured the mystlings into an adjacent building; otherwise, the archive would have undoubtedly succumbed to their intense heat.

Shortly thereafter, you rummage through the archive, lamenting your unfamiliarity with the alphabet that the fae used to record their history. Nevertheless, their habit of embellishing almost every available surface with drawings proves useful – the margins of books, corners of tablets, and papyrus scrolls are brimming with illustrations.

You don't uncover much except for the revelation that... they must have cooperated with humans! They even appear to have jointly built cities and lived together. The drawings frequently depict winged beings alongside slightly taller wingless ones, always accompanied by mystlings.

- If you **don't have** the "**Understanding**" part **8** status, gain the "**Understanding**" part **8** status.
- Start one of the available Scenarios.

Z23

You squeeze through the secret passages you discovered earlier and enter the dust-laden ruins. Sadly, the place is mostly buried under rubble, but you manage to access a few spots unseen before. You don't find much apart from motifs related to the earth element, but you do come across some items that are still useful. They might serve you well on your journey.

- Gain 1 Silver.
- Gain 1 Item.
- Start one of the available Scenarios.

Z24

Entry to the caverns is visible on the canyon wall, revealed by a recent landslide. You step inside, following the direction of the wind – a wind that feels unnatural, as if originating from the depths of the subterranean world.

Eventually, you reach the debris-strewn ruins adorned with motifs of the wind: scattered leaves, bent trees, soaring birds and mystlings...

Unfortunately, most areas are inaccessible, and you lack the time to excavate the blocked passages – perhaps in the future, once you've dealt with other pressing matters. For now, you collect only a few trinkets, and although it pains you to take them, you recognize the necessity of funds for your journey ahead.

- Gain 3 Silver.
- Start one of the available Scenarios.

Z25

A Firple perches on a ledge and breathes in and out rhythmically as if engrossed in meditation. You know that its alleged calm can vanish any second. It is a Firple, after all, a vicious mystling with anger burning in it.

There are two ways you can approach the mystling. You could help it achieve even greater peace or make it far more powerful by unleashing its inner wrath.

- Place the Firple stat (68), Ability (72) and Quest card (73) behind the *Removed* divider.

Note: You may look at cards **74**, **75**, **76**, and **77** before making the next choice.

Choose one:

- **Help the Firple achieve peace** – *You feel that your Firple wants to be named Pinequeak from now on.* Take cards **76** and 77 from the *Firple* divider. From now on, use them as a Firple stat and ability cards. Continue the Exploration if you are playing Scenario "**Fire and Snow**" or otherwise start one of the available Scenarios.
- **Bring up the Firple's rage** – *You feel that your Firple wants to be named Pulpin from now on.* Take cards **74** and **75** from behind the *Firple* divider. From now on, use them as a Firple stat and ability cards. Continue the Exploration if you are playing Scenario "**Fire and Snow**" or otherwise start one of the available Scenarios.

Z26

Traveling with the Darktailen deep into the mist-shrouded swamps turns into a life-threatening ordeal. The stench in the air makes it increasingly harder to breathe, and there is alarmingly little light here. The Darktailen, however, enjoys every second of it. The creature delights in the fetid air, and the lack of light makes it grow longer tails and sharper blades on their tips.

- Flip the **Darktailen** Quest card to the **b-side** and place the previous **Darktailen** stat card (40) behind the *Removed* divider. From now on, use the unlocked card as a Darktailen stat card.
- Continue the Exploration if you are playing Scenario "**Dim Light**" or otherwise start one of the available Scenarios.

Z27

The Young Bolb basks idly in the sun until it gets up to spin a cocoon at the edge of the basin. You watch it in awe, but you are in two minds. The cocoon is definitely meant for transformation and you may either let the creature complete the process or interrupt it. The latter means that the Young Bolb will retain its current form, but it will also be much stronger.

- Place the **Young Bolb** Stat card behind the *Removed* divider.

Note: You may look at the back of the Quest card and at cards from behind the *Bolb* divider before making the next choice.

Choose one:

- **Wake the Young Bolb early** – *It emerges from the cocoon with a sleepy face, its fur thicker and muscle stronger.* Flip the **Young Bolb** Quest card to the **b-side**. From now on, use them as a Young Bolb stat and ability cards. Continue the Exploration if you are playing Scenario Mirage or otherwise start one of the available Scenarios.
- **Let it take its time** – *After a while, a slender mystling emerges from the cocoon.* Read on:

- Place Young Bolb Ability card (33) Young Bolb Stat card (29), Young Bolb Quest card (34), and all Young Bolb Action cards behind the *Removed* divider.
- ***Bolb* divider:** Take cards **24**, **28**, and all Bolb Action cards. They replace the Young Bolb during this and following Scenarios.
- ***Bolb* divider:** Add cards **27** a-side up and 26 b-side up to the Mystling Encyclopedia.
- You can perform the Deck Construction for the Bolb.
- Continue the Exploration if you are playing Scenario *Mirage* or otherwise start one of the available Scenarios otherwise.

Z28

If you **have** the "**Lost Engineer**" part **3** status, *Andrai speaks with you for a moment and leaves;* choose a different World Map Script or start one of the available Scenarios.

Otherwise, read on:

Andrai returns leading a small army, consisting mainly of guards from a nearby city-state.

"Hello!" he calls upon seeing you. "You have no idea how grateful I am for convincing me to leave the oasis. Not only have you saved my life, but also I am bringing justice to this forgotten part of the world. Naran will be put on trial and charged with attempted murder. Here, this is a gift for the help you gave me."

- Gain 5 Silver
- Gain 1 Equipment.
- Gain the "**Lost Engineer**" part **3** status.
- Start one of the available Scenarios otherwise.

Z29

For the Young Shadeclaw, the library is just the right place to play. It jumps around, runs and screeches joyfully, and all the books it touches fall to the ground, causing dust to billow.

"Stop frolicking," you shout after the mystling. "These books are important and valuable."

As you pick up one of them, an already torn one, you realize that the pages are blank.

The mystling opens its eyes wide, and you wince at their sudden depth.

- Flip the **Young Shadeclaw** Quest card and place the previous **Young Shadeclaw** stat card behind the *Removed cards* divider.
- Continue the Exploration if you are playing Scenario Remote Knowledge or otherwise start one of the available Scenarios.

Z30

After your thrilling adventures in the Academy, you decide to return to Caerberg for a few days. There is a long and taxing journey ahead of you, so you need to take care of a few things in your hometown. And get some rest, too, if you have the time for such luxuries.

- Go to Script Z32.

Z31

Your recent experiences in the mountains have taken a toll on you, so you decide to return to Caerberg. You will soon embark on yet another journey so now it is high time you saw to a few things and get some rest while you still can.

- Go to Script Z32.

Z32

You fear that another aggressive mystling would attack you during the journey, but it is surprisingly peaceful. For a moment, you allow yourself to believe that the influence of the Eclipse has diminished, and the mystlings are at peace once again.

But then, you finally arrive back in Caerberg. The news of your return spread like wildfire. And you notice that the city is bustling with anxiety.

If you **have** both the "**Merchant's Favor**" parts **1** and **2** status, go to Script Z33.

Otherwise, go to Script Z34.

Z33

Hazel grabs you by the hand and leads you out of the crowd. She takes you to the shop which, much to your joy, has already been rebuilt and reopened.

"Thanks to your assistance, I have turned the corner," she says. "And again, I am making a profit. I wish we could sit and talk about it and – most of all! – about your adventures, but there is no time."

She sighs sadly.

"We are facing further turmoil. Olin and Slade are about to try to deal with it, but your support would matter to them. And whatever you do, you will have my backing."

You know that her support means a lot in the town. Both of you head toward the commotion.

- Place a ◎ in front of you – *Hazel will aid you in the upcoming events.*
- Go to Script Z34.

Z34

"Hello, tamer," a familiar voice says.

You turn to see Mildred who is obviously happy to see you.

"You will be relieved to know that the situation around the town is under control," she informs you. "However, the further you go, the bigger the chance to meet a restless or even violent mystling is."

You try to follow her, but suddenly you get overwhelmed with a flood of strong emotions that tells you to head east. What's disturbing, those are not your emotions. They have been invading you from time to time since the death of the Dragon.

As you manage to focus, you realize there is another tamer close to you.

"...never seen anything like that before," he says.

You blink in confusion, and the tamer hastens to repeat:

"I am talking about mystlings! Quite strange ones! Never seen anything like them before, I tell you. Aligned with the element of darkness, all of them. The elements, by the way, are acting all weird, too. Something is deeply wrong with nature."

If you **have** the "**Local Hero**" part **3** status, go to Script Z35.

Otherwise, go to Script Z36.

Z35

You follow the crowds heading for the town hall. You mean to ask the guards if they need more support from your tamers, but you have a hard time trying to reach them. A lot of people stop you to shake hands and thank you for the help with the crisis.

"You are our hero," says the baker, beaming.

"We will never forget what you did for us after the earthquake," admits the engineer.

"Rumor has it that you travel on to fight chaos and protect people like us." The cooper pats you on the shoulder. "Keep up the good work, and may luck be on your side!"

- Place a ◎ in front of you – *People trust you and deem you a hero.*
- Go to Script Z37.

Z36

You head for the town hall where most people are going. You mean to ask the guards if they need more support from your tamers, but as you look around, all you see are buildings destroyed in the quake. It saddens you to realize that nobody got round to rebuilding the town.

- Go to Script Z37.

Z37

It appears that almost all the townsfolk have gathered in front of the town hall. They are everywhere – in the square, on the tavern benches, and even on the roof of the bakery – and the hum of their conversations carries far. You don't know what the purpose of the gathering is, but you hear some unsettling rumors about the need to elect a regent. Some opt for Olin, whereas others would like Slade to take the job.

If you **have** the "**Future of Caerberg**" part **3**, go to Script Z39.

Otherwise, go to Script Z38.

Z38

The town was ruled by the Duchess who was in good shape not so long ago. Why would the town need a regent all of a sudden?

"A lot of things have happened since you left us, tamer," a bystander says. "Terrible things, mostly. Alas, the Duchess is no longer with us. Her leg had been injured since the earthquake, but she hid the extent of the injury so as not to worry the people. Her doctor couldn't cure it, though, and in the end, even Olin's salves amounted to nothing. The wound got infected, and the Duchess passed away."

- Go to Script Z39.

Z39

There are many rumors circulating in the crowd, but you manage to pick up the gist. The Duchess left no heir, so a messenger was sent to inform the capital about the vacancy. Unfortunately, the messenger hasn't come back yet, and nobody knows what to think about it. The delay may have been caused by some political clashes in the capital, or the rider might have simply got ambushed. These are troubled times.

You elbow your way through the crowd toward Olin and Slade who are discussing a matter vividly. Both of them welcome your arrival, obviously in need of a neutral opinion.

"It's all about the... creature who came here yesterday. He calls himself a fey," says Olin. "We haven't decided whether to expel him from the town or let him address us, but if you want to know my opinion, we should have no mercy. His kind emerged from the portal to sow chaos and disorder. Away with him, I say."

"But they fey came unarmed!" Slade insists. "And on his own! I don't think he means harm to us! Let's hear him out."

Choose one:

- **Let the fey speak to the crowd** – go to Script Z40.
- **Make him go away** – go to Script Z41.

Z40

The fey, finally released from custody, stands before the town hall to speak up. His words are heavily accented, but easier to understand than Skuld's.

"My name is Ullr, and I come from the dark reality on the other side of the portals. I am a fey, and you all think that I am a stranger, but in fact, many centuries ago, our peoples lived together and worked hand in hand. Our entire race, or so we believe, was exiled by the Dragon Guardians into the dark, but now we mean to come back. We do not wish to fight or conquer. We are not a threat. I am only here to announce our peaceful arrival which is to happen soon."

"How can you believe such lies?" Olin sputters, but people listen intently, and many discuss the fey's revelations. Quite a few frown, though. Such accusations against the Dragons are hard to bear.

The fey goes through the crowd and walks toward the town gate, escorted by the guards.

- Place a in front of you – *Townsfolk consider the fey's words.*
- Go to Script Z42.

Z41

You conclude that it is not the best idea. You don't know what the fey's intentions are, and it may be that he just wants to spread chaos. Caerberg, however, has too many other problems to tackle. The guards escort the fey out. He doesn't struggle, although his face says that he is not pleased.

Upon seeing it, people start gossiping.

"We don't know why he came here," Olin and Slade admit. "He just said he wanted to convince us that he and his lot are not a threat."

- Place a in front of you – *The fay has no opportunity to address the townsfolk.*
- Go to Script Z42.

Z42

"My fellow townsfolk," Olin announces solemnly. "We must keep our faith and believe that the Dragon Guardians will finally stabilize the situation in our world. Our concern is the safety and survival of our town, and honestly, I don't care about some weird creatures spawned by portals."

"And I beg to differ," Slade says. "We shouldn't focus only on ourselves but also help others, be they foreigners or fae. Not every arrival has evil intentions. Not every mystling is violent."

And the time has come for you to speak up.

- If you **have** the "**Helpful Ranger**" part **1** status, *Mildred supports you for your help in the past;* place a in front of you.
- If you **have** the "**Storyteller**" part **1** status, *Ida, who has returned to town, backs you up;* place a in front of you.
- If you **have** the "**Tamers' Morale**" part **3** status, *the tamers regard you as an inspirational leader and trust your judgment;* place a in front of you.
- If you **have** the "**Liar**" status, *someone spreads rumors that you are a liar and you cannot be trusted;* discard 2 from in front of you.

Choose one:

- **Support Olin** – *He means well for the town. The safety of the townsfolk is his priority, but he might be a bit short-sighted.* Place **token A** in front of you. Go to Script Z43.
- **Support Slade** – *He definitely wants to help not only the people but also fae. But is it safe for Caerberg?* Place **token B** in front of you. Go to Script Z44.
- **Suggest Hazel** – *Hazel seems to be the most neutral option.* Go to Script Z45.

Z43

You present your candidate, and when questions appear, you begin to justify your choice.

- If you **have** the "**Future of Caerberg**" part **1**, place a in front of you – *you have supported Olin before, which is useful now.*
- Perform the Test.

Start of the Test: Decide how many cards you will draw. Then, draw them all at once and end the test immediately.
At the end of the Test: For every 2 in front of you, you may decide to draw 1 more card.
At the end of the Test: If a is in front of you, you may discard up to 2 of the drawn cards to draw the same amount of cards.
At the end of the Test: If you **have** at least 2 , add 10 to the result.

9 or less	*You did what you could, but your candidate has lost.*	Discard all tokens in front of you. Place a in front of you. Go to Script Z46.
10-13	*People trust your judgment, and Olin is elected as regent.*	Discard all tokens in front of you. Go to Script Z47.
14 or more	*You did what you could but your candidate has lost.*	Discard all tokens in front of you. Place a in front of you. Go to Script Z46.

Z44

You present your candidate, and when questions appear, you begin to justify your choice.

- If you **have** the "**Future of Caerberg**" part **2**, place a in front of you – *you have already opposed Olin, which helps you support Slade now.*
- Perform the Test.

Start of the Test: Decide how many cards you will draw. Then, draw them all at once and end the test immediately.
At the end of the Test: For every 2 in front of you, you may decide to draw 1 more card.
At the end of the Test: If a is in front of you, you may discard up to 2 of the drawn cards to draw the same amount of cards.
At the end of the Test: If you **have** at least 2 , add 10 to the result.

9 or less	*You did what you could, but your candidate has lost.*	Discard all tokens in front of you. Place a in front of you. Go to Script Z47.
10-13	*People trust your judgment, and Slade is elected as regent.*	Discard all tokens in front of you. Go to Script Z46.
14 or more	*You did what you could, but your candidate has lost.*	Discard all tokens in front of you. Place a in front of you. Go to Script Z47.

Z45

You present your candidate, and when questions appear, you begin to justify your choice.

- Perform the Test.

Start of the Test: Decide how many cards you will draw. Then, draw them all at once and end the test immediately.
At the end of the Test: For every 2 in front of you, you may decide to draw 1 more card.
At the end of the Test: If you **have** the "**Merchant's Favor**" parts **1** and **2** status, you may discard up to 2 of the drawn cards to draw the same amount of cards.
At the end of the Test: If you **have** at least 2 , add 10 to the result.

9 or less	*You did what you could, but your candidate has lost.*	Go to Script Z48.
10-13	*People trust your judgment, and Hazel is elected as regent.*	Discard all tokens in front of you. Go to Script Z49.
14 or more	*You did what you could, but your candidate has lost.*	Go to Script Z48.

Z46

Slade is elected as the regent. He bows to the crowd of cheering townsfolk and claps his hands to hush everybody.

"Thank you for your trust," he says. "I promise I'll protect you. Do you remember how I took you in after the earthquake? I'll make sure that Caerberg will become as safe as my library for everyone in need. The Eclipse or not, we will prevail."

If a ◆ or ◆ is in front of you, *your candidate has not won, and you have no choice but to accept the winner;* go to Script Z50.

Otherwise, gain the "**Future of Caerberg**" part **4** status and go to Script Z50.

Z47

Olin is elected as the regent. His face beaming, he turns toward the crowd and raises his hands.

"Some of you may fear that the new duties will drag me away from alchemy and medicine," he shouts over the cheers of the crowd. "Well, you need not worry, my dear townsfolk. Even as the regent, I am still going to brew concoctions like I did on that tragic day after the Eclipse."

If a ◆ or ◆ is in front of you, *your candidate has not won, and you have no choice but to accept the winner;* go to Script Z50.

Otherwise, gain the "**Future of Caerberg**" part **5** status and go to Script Z50.

Z48

– Place an ◆ in front of you.

If a ◆ is in front of you, go to Script Z47.

If a ◆ is in front of you, go to Script Z46.

Z49

Hazel is elected as the regent. Nobody expected that, let alone herself. Surprised and blushing, Hazel quickly regains her confidence and you know that she has instinctively seen chances for extra profit in the new development.

"Thank you for your trust," she addresses the crowd. "I will take care of you and the town. The situation is tough indeed, but there is a silver lining to everything. And an opportunity to make some money, too."

– Gain the "**Future of Caerberg**" part **6** status.
– Go to Script Z50.

Z50

The meeting was chaotic and exhausting, but you found the strength to talk to the newly-appointed regent and share your discoveries. Both of you decide that following the leads is the only sensible course of action.

You also meet the tamers and listen to their reports, but fortunately you hear nothing that requires immediate attention. Well, they do point out that the elements act erratically and the powers of the mystlings sometimes fail, but other than that, there is nothing disturbing.

The last thing is checking on the Windraiser who marked the beginning of the crisis until you eventually hit the bed. You fall asleep before the nagging being in your mind begins to haunt you again.

- Gain the "**Return to Caerberg**" status.
- Discard all Elemental tokens from in front of you.
- Open a random Booster. Place all the cards behind the *Unlocked cards* divider.
- Take all the cards behind the *Advancement deck* divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the *Unlocked cards* divider. Place the rest of the cards behind the *Advancement deck* divider.
- Remove all Fatigue.
- Fully Heal your Mystlings.
- Take the World Map.
- Gain **Worldmap card 16**, Unexplored side up – *While looking at a map before setting off, your eyes catch sight of Golsville, Alvin's hometown...*
- Gain **Worldmap card 17**, Unexplored side up – *...and Drosibay, a port far in the east.*
- Slot cards as in the diagram below:

If you **have** the "**Ember**" status, go to Script Z53.

If you **have** the "**Ice**" status, go to Script Z54.

Otherwise, read on:

The next day, you hit the road. Caerberg will be fine with the new regent. People will manage. There is no other alternative, is there?

- Save the game or start another Scenario.

Z51

As a regular fey, Skuld hates the Dragons and fears them. Since she was a child, she has believed that the Dragons exiled the fae to the Shadow Realm because they knew too much. She knows that her ancestors studied the properties of elements which obviously was enough for the Dragons to deem them a menace.

Insulted by such revelations, the Dragon displays its own thousand-year-old memories. It shows its fear when the second moon emerged in the night sky to cause endless floods. It exhibits its shock when the element of the dark appeared, and the Guardians could not control it. Its grief when forests burned and cities fell, its confusion and anger. It is clear that, according to the Guardian, the fae opened the first big portal, and the Dragons rushed to save the world. They had no choice but to exile the fae to avoid further damage.

You pick your moment to join the conversation and add the facts you have collected. You inform them that the fae indeed caused the disaster, but only by accident. Their scholars were researching the element of the dark which penetrated their reality as a result of disturbances in the element of light. All points to the fact that if it weren't for the fae, a much bigger disaster would have occurred.

The truth seeps in, and both sides of the conflict bristle even more. You feel their growing hatred and reluctance, but also hesitation. Perhaps both sides are guilty? Innocence, however, is out of the question.

The Dragon does not banish the fae immediately but exchanges more visions with them. Both sides need more time to process the news. Finally, they work out a compromise: the Dragons will allow the fae to inhabit our world again, and the fae will close the portals. The Dragons, however, will supervise the fae and, most of all, their experiments if they are insolent enough to start new ones. It is a fragile agreement – but it's still better than anything that would happen otherwise.

The following events happen in a hurry. You help the fae get across the border between dimensions. Then, the portal shuts. The Dragon Guardian flies south to speak with other Dragons about the truce and perhaps prevent other disasters.

And... Strangely enough, you feel content. You have gotten rid of the plaguing Dragon soul. Portals will soon be shut, and the fae will leave their nightmarish realm. The compromise for the time being seems fragile, but such treaties need time to solidify. It is time to head home, isn't it?

- Gain the "**Ending**" part **5** status.
- Go to Script Z52.

Z52

The way to Caerberg snakes among hills, more familiar with each passing day. You wonder what awaits you there.

- If you **have** the "**Future of Caerberg**" part **4** status, *you helped Slade become the leader of the town* – go to Script Z58.
- If you **have** the "**Future of Caerberg**" part **5** status, *you helped Olin become the leader of the town* – go to Script Z59.
- If you **have** the "**Future of Caerberg**" part **6** status, *you helped Hazel become the leader of the town* – go to Script Z60.

Otherwise, go to Script Z61.

Z53

A strange sound penetrates your sleep, and you open your eyes in amazement. You look around the bedroom, and a stifled scream escapes your lips when you see a small, Dragon-like, winged monster in the corner of the room. Its hissing is what woke you up. Startled, you look for a weapon when it dawns on you that you are just looking at an adult Emberling. Your Emberling. And, hiding under its wing, there is a small, newly-hatched mystling. You cannot hide your joy and pounce at them to hug them.

- Place Young Emberling Ability card (66), Young Emberling Stat card (62), Young Emberling Quest card (67), and all Young Emberling Action cards behind the *Removed* divider.
- ***Emberling* divider:** Take cards **57**, **61**, and all Emberling Action cards and place them behind the *Party* divider. They replace the Young Emberling cards.
- ***Emberling* divider:** Add cards **60** a-side up and **59** b-side up to the Mystling Encyclopedia.

If you **have** the "**Ice**" status, go to Script Z54.

Otherwise, read on:

You hit the road. Caerberg will be fine with the new regent. People will manage. There is no other alternative, is there?

- Save the game or start another Scenario.

Z54

After breakfast, you return to your room to get your Young Iceling before setting off. The door, however, won't even budge. The wood is cold to the touch. Did something happen?

You force the door open and freeze in awe. The beast atop a broken bed is certainly not a Young Iceling. It is an adult one. And it yelps affectionately when it sees you. Your mystling finally trusts you enough to achieve its true power.

You hit the road. Caerberg will be fine with the new regent. People will manage. There is no other alternative, is there?

- Place Young Iceling Ability card (122), Young Iceling Stat card (118), Young Iceling Quest card (123), and all Young Iceling Action cards behind the *Removed* divider.
- ***Iceling* divider:** Take cards **113**, **117**, and all Iceling Action cards and place them behind the *Party* divider. They replace the Young Iceling cards.
- ***Iceling* divider:** Add cards **116** a-side up and **115** b-side up to the Mystling Encyclopedia.
- Save the game or start another Scenario.

Z55

You kneel and let the Young Iceling come close to you. It does, tired after training, yet still full of energy. You carefully place your palm on the mystling's head. Then you share the Dragon essence with it. The focused mystling shuts its eyes. And then, it grows.

- Place Young Iceling Ability card (122), Young Iceling Stat card (118), Young Iceling Quest card (123), and all Young Iceling Action cards behind the *Removed* divider.
- ***Iceling* divider:** Take cards **113**, **117**, and all Iceling Action cards and place them behind the *Party* divider. They replace the Young Iceling cards.
- ***Iceling* divider:** Add cards **116** a-side up and **115** b-side up to the Mystling Encyclopedia.
- Start one of the available Scenarios.

Z56

You kneel and let the Young Emberling come close to you. It does, tired after training, yet still full of energy. You carefully place your palm on the mystling's head. Then you share the Dragon essence with it. The focused mystling shuts its eyes. Suddenly, the egg next to the mystling cracks, and a tiny Emberling emerges, cooing almost like a little baby. Your mystling is almost as surprised as you, but it regains composure almost instantly.

When you look at it once again, you notice that your Emberling has grown since the start of your journey. Was it always this tall?

- Place Young Emberling Ability card (66), Young Emberling Stat card (62), Young Emberling Quest card (67), and all Young Emberling Action cards behind the *Removed* divider.
- ***Emberling* divider:** Take cards **57**, **61**, and all Emberling Action cards and place them behind the *Party* divider. They replace the Young Emberling cards.
- ***Emberling* divider:** Add cards **60** a-side up and **59** b-side up to the Mystling Encyclopedia.
- Start one of the available Scenarios.

Z57

The Young Gaiadon sneaks into the skull, and takes its time there. You see it become pensive, almost meditative. The mystling sits in the middle of the skull as if to experience the moment, and then begins to lick the dust covering the ground. As it leaves the skull, you find the mystling brimming with newfound energy.

- Flip the Young Gaiadon Quest card to the **b-side** and place the previous Young Gaiadon stat card (96) behind the *Removed cards* divider.
- Continue the Exploration if you are playing Scenario *Cradle* or start one of the available Scenarios otherwise.

Z58

You are happy to figure out that Slade is still the town leader. He is not titled the regent anymore – he is a Duke now. In recognition of his achievements, the capital granted him a noble title, which fortunately hasn't gone to his head. Slade is still the modest man he was, and he still deems the library the apple of his eye.

If you **have** the "**Ending**" part **3** or **4** status, *you helped the fae in the recent events;* go to Script Z62.

If you **have** the "**Ending**" part **5** status, *you helped the fae and the Dragon to reach a compromise;* go to Script Z63.

Otherwise, go to Script Z64.

Z59

You learn that Olin is still in charge of the town. What is more, his leadership has been confirmed by the official letter from the capital that also granted him a noble title. Obviously, the news of the attention he paid to his fellow citizens during and after the Eclipse has spread wide.

If you **have** the "**Ending**" part **1** or **2** status, *you helped the Dragon drive the fae away;* go to Script Z65.

If you **have** the "**Ending**" part **5** status, *you helped the fae and the Dragon to reach a compromise;* go to Script Z66.

Otherwise, go to Script Z64.

Z60

Hazel still presides over the town. You find out that the Queen was initially reluctant to make Hazel's post official, but her perseverance and trading skills have eventually swayed her. Granted a noble title, the new Duchess emphasizes her newly gained position as well as her fast-growing wealth, yet you feel she still takes good care of Caerberg and its citizens.

If you **have** the "**Ending**" part **5** status, *you helped the fae and the Dragon to reach a compromise;* go to Script Z67.

Otherwise, read on:

As opposed to the disaster-stricken lands, Caerberg is doing fine and even getting richer. Its visible prosperity is the work of Hazel who somehow orchestrated a few trade routes. What is intriguing is that she has also started trading in fae artifacts. You wonder what her source is...

- Go to Script Z64.

Z61

The chosen regent was dismissed. The official ruler of Caerberg is Lady Tina, a low-ranking noblewoman eventually chosen by the Queen, who must have sent someone to replace the former Duchess. It's the first time you've ever heard this name. The locals haven't taken a liking to her. Not only do they deem her insecure and too dependent on the Queen's instruction, but also accuse her of disregarding tamers and rangers.

If you **have** the "**Ending**" part **5** status, *you helped the fae and the Dragon to reach a compromise;* go to Script Z94.

Otherwise, read on:

Lady Tina is too stubborn to acknowledge the existence of fae. Her only action was mobilizing more guards to shun the problem.

- Go to Script Z64.

Z62

Every now and then, a mysterious visitor appears in the town, each time bearing a large backpack. They prefer their own company and hardly ever indulge in conversations with the locals, but they always recognize you and welcome you with a friendly handshake. You know well enough that their backpacks are empty and serve only to hide their wings. You also happen to escort them to the town hall, where the arrivals have secret conversations with Slade.

- Go to Script Z64.

Z63

Caerberg attracts many visitors, including fae who are trying to win the hearts of the locals. Some have already established trading contacts, and others join Slade to discuss politics.

You know that Slade is a fervent supporter of the fae cause. He has many times appealed to the Queen to accept the arriving nation or cede some uninhabited territory in the northeast to them.

- Go to Script Z64.

Z64

The stories about your tamers fill you with pride. No doubt you trained them well, because their actions in your absence were exemplary. They protected Caerberg from aggressive mystlings and managed not to harm those mystlings in the process. You also noticed that there are a few more creatures helping within the walls.

If you **have** the "**Eager Tamer**" part **4** status, *you didn't allow Alvin to join you during your adventures;* go to Script Z68.

If you **have** the "**Eager Tamer**" part **5** status, *you and Alvin tried to help Moongur;* go to Script Z69.

If you **have** the "**Storyteller**" part **3** status, *you forged a strong bond with Ida in the Academy;* go to Script Z70.

If you **have** the "**Helpful Ranger**" part **1** or **3** status, *Mildred remembers your help;* go to Script Z71.

If you **have** the "**Light in the Shadow**" part **4** status, *you helped Skuld in the desert tower;* go to Script Z72.

Otherwise, go to Script Z73.

Z65

Recent events show that Olin's resentment toward fae has not abated. A few weeks back, some of them knocked on the gates of Caerberg, seeking help, but Olin did not allow them to enter. He fears that any connection with fae could bring the wrath of the Dragon Guardians upon Caerberg.

- Go to Script Z64.

Z66

There is a standstill in the relations between humans and fae. Since the fae didn't get any support from Olin, who persistently kept Caerberg closed to them during the Eclipse, they have distanced themselves from humans and remain indifferent to Olin's recent attempts to establish contact. Skuld has told you that fae understand that humans only wanted safety during the Eclipse. The fae hold no grudge, but they have already learned to live without human help and far from them.

- Go to Script Z64.

Z67

Hazel, a born tradeswoman, has already made contact with the fae, and thanks to the newly established trade route, both parties thrive.

- Go to Script Z64.

Z68

In the middle of your trek, you were in two minds about whether sending Alvin back to Caerberg was a good idea. It was, as it appears. When you were away, Alvin stood in the way of an enraged Alukah which tried to snatch a boy from the streets of Caerberg. Together with his trusty Young Gaiadon, your trainee defeated the mystling and even tamed it. Another reason to feel pride, it seems.

If you **have** the "**Storyteller**" part **3** status, *you forged a strong bond with Ida in the Academy;* go to Script Z70.

If you **have** the "**Helpful Ranger**" part **1** or **3** status, *Mildred remembers your help;* go to Script Z71.

If you **have** the "**Light in the Shadow**" part **4** status, *you helped Skuld in the desert tower;* go to Script Z72.

Otherwise, go to Script Z73.

Z69

You have become a role model for Alvin. Influenced by your adventures, he decided to set off, too, and learn by experience. He promises to come back when he is ready, and his Young Gaiadon grows into an adult, mighty beast with its own spirit tree.

If you **have** the "**Storyteller**" part **3** status, *you forged a strong bond with Ida in the Academy;* go to Script Z70.

If you **have** the "**Helpful Ranger**" part **1** or **3** status, *Mildred remembers your help;* go to Script Z71.

If you **have** the "**Light in the Shadow**" part **4** status, *you helped Skuld in the desert tower;* go to Script Z72.

Otherwise, go to Script Z73.

Z70

Ida has decided to roam the world to spin the tale about the events of the Eclipse. Much to your embarrassment, she has made you the main character of the story and the savior of the world. Wherever the road takes her, she always finds the time to visit her father in the Academy and you in Caerberg.

If you **have** the "**Helpful Ranger**" part **1** or 3 status, *Mildred remembers your help;* go to Script Z71.

If you **have** the "**Light in the Shadow**" part **4** status, *you helped Skuld in the desert tower;* go to Script Z72.

Otherwise, go to Script Z73.

Z71

Your relationship with Mildred has grown into a solid friendship. You regard one another as trustworthy partners and allies. As a result, the ties between rangers and tamers have never been tighter.

If you **have** the "**Light in the Shadow**" part **4** status, *you helped Skuld in the desert tower;* go to Script Z72.

Otherwise, go to Script Z73.

Z72

If you **have** the "**Ending**" part **3** or **4** status, *Skuld is gone, exiled by the Dragon* – go to Script Z74.

If you **have** the "**Ending**" part **5** status, *the compromise was possible because of Skuld's courage* – go to Script Z75.

Otherwise, read on:

At times, when you roll in bed and cannot get any sleep, you remember Skuld. You have met her several times, after all, and you didn't find her to be an evil person. You wonder whether she will ever leave the Shadow Realm again.

– Go to Script Z73.

Z73

If you **have** the "**Ending**" part **4** status, *the Dragon Guardian of Water perished;* go to Script Z76.

If you **have** the "**Interference**" part **7** status, *the soul of the Earth Dragon was dispersed;* go to Script Z77.

If you **have** the "**Interference**" part **8** status, *the Dragon soul is safe within the egg;* go to Script Z78.

Otherwise, read on:

The Dragon Guardians haven't made any appearances for a long time. There have been a few sightings, but it seems that they have withdrawn from the world or at least this region. Also, after the unexpected flood of the dark element from the portal, the balance of elements is slowly returning.

The full balance will return once the Dragon Guardian of the Earth is back. For that, however, you will have to wait a few years, if not more. All you know is that it will eventually hatch from the egg made by Artios. You'd better be patient, then.

– Go to Script Z79.

Z74

Your friendship with Skuld hasn't died, and you know that the fey ceaselessly seeks knowledge. She explores old fae ruins and human libraries, collecting all the information about the Dragon Guardians and the past in general, and you willingly assist her. Skuld's goal is to end the war with the Dragons, and she believes she will succeed even if it were to take the rest of her life.

– Go to Script Z73.

Z75

You manage to maintain a warm relationship with Skuld who has become one of the main fae diplomats. After her stormy adventures, she was unanimously chosen to represent the fae before the Dragon Guardians, but she also seeks to establish contact with human kingdoms and city-states.

– Go to Script Z73.

Z76

The loss of two Dragon Guardians was a heavy blow to the balance of nature. The elemental equilibrium, already shaken by the Eclipse, is visibly deteriorating further, which results in a series of disasters such as droughts and earthquakes. So far, they have been sparse and small-scale, but they tend to happen more often. All the more, you hope that nature will one day return to its previous balance.

If you **have** the "**Interference**" part **7** status, *the soul of the Earth Dragon was dispersed;* go to Script Z80.

If you **have** the "**Interference**" part **8** status, *the Dragon soul is safe within the egg;* go to Script Z81.

Otherwise, go to Script Z79.

Z77

The Dragon Guardians must have withdrawn from the world. Their sightings are rarer and rarer. However, you still have reasons to worry as the elements are disturbed. The cause of the chaos, except of course the recent Eclipse, is most likely the scattered soul of the Dragon Guardian of the Earth, which absorbs masses of energy in its attempts to recover.

– Go to Script Z79.

Z78

The sightings of Dragon Guardians have become even rarer, and people, busy with building their lives anew, have begun to forget about their existence. One day, however, the Dragons return rousing fear in people's hearts. A flock of Dragon Guardians appears in the sky, roaring and spitting elements into the clouds. You watch them in awe, but you don't flee in panic and don't seek shelter like many others. You just stand there and experience the joy of the Dragons that reverberates in your soul. The joy is even greater when you glimpse the tiny silhouette of a Dragon hatchling among them. It radiates an aura of the earth element.

– Go to Script Z79.

Z79

If you **have** the "**Ending**" part **1** status, *the fae were exiled;* go to Script Z82.

If you **have** the "**Ending**" part **2** status, *many fae escaped during the final confrontation;* go to Script Z83.

If you **have** the "**Ending**" part **5** status, *a compromise between fae and Dragons was reached;* go to Script Z84.

Otherwise, read on:

The lands around Caerberg are strewn with newly erected fae havens – domes, which protect their small communities from Dragon Guardians. The increasing number of such settlements has finally drawn the attention of human rulers. You fear that one day your people will attempt to destroy what even Dragon Guardians haven't.

– Go to Script Z85.

Z80

Yet you fear that your hopes are in vain. The realistic part of you knows that the situation will deteriorate. There will be years before the Dragon Guardian of the Earth returns. And you are not sure if the Guardian of the Water can return. You have a bad feeling about all this.

– Go to Script Z79.

Z81

A gut feeling tells you that you should expect the return of the Dragon Guardian of the Earth very soon. One of the elements will come back to normal then, and hopefully the balance will somehow be maintained even if the Dragon Guardian of the Water is missing. Perhaps not all hope is lost.

– Go to Script Z79.

Z82

Every now and then, you manage to glimpse or hear of a lonely fey who travels in haste. You know that they are a survivor of the battles with Dragons, and their destinations are old ruins, such as those north of Caerberg.

– Go to Script Z85.

Z83

The political situation is tense, and the few remaining fae only heat it up. The survivors of battles with Dragons desperately break into human settlements to rob books, tools, and alchemical ingredients. You protect your fellow citizens, trying to prevent such crimes from happening, but at the same time, you understand the desperation of the fae. After all, they have seen enough blood and death. Their kith and kin again were slaughtered and exiled just like ten centuries before. It is no surprise that the survivors will do all they can to reopen the gates to the Shadow Realms to save their people or, if that doesn't work out, take revenge on the Dragon Guardians.

– Go to Script Z85.

Z84

The fae are not a rarity anymore, and people are slowly getting used to seeing them. The Dragon Guardians also do not terrify anybody anymore as they appear in the vicinity. What would have seemed unbelievable only months ago, they now try to communicate with people. So far, they haven't been successful as they mostly intimidate the potential interlocutors, but it makes you wonder what the Dragon Guardians are up to.

You still can't believe that you successfully persuaded both the fae and Dragons to set aside their ancient animosity and seek compromise. You hold out hope of a harmonious and bright future.

– Go to Script Z85.

Z85

If you **have** the "**Interference**" parts **1** and **6** status, *you've snatched several camping supplies during your travels;* go to Script Z86.

Otherwise, go to Script Z87.

Z86

One day, a nasty surprise waits for you as you return to Caerberg.

"It is you!" A bony man with a broken arm jumps at you. "You stole both of my stashes, thief! Don't even try to deny it because I have followed your footsteps here."

As you try to calm him down and ask him to explain the situation, the man suddenly sees red.

"Those were important things!" he yells. "Crucial for survival! I was coming back from a perilous trek beyond the northern mountains, and I needed to rest and recover, but guess what? The stashes were empty! I have almost perished, you thief!"

It takes you time to calm the man down, but the encounter leaves a bad aftertaste and a burdensome feeling of guilt.

– Go to Script Z87.

Z87

You are alarmed by the recent report of the rangers. Apparently, they saw Artios accompanied by an enormous, ghastly beast oozing darkness. Both creatures headed west. Intrigued, you go there to see it with your own eyes.

If you **have** the "**A Heavy Heart**" status, *Eldrithia is confident;* go to Script Z88.

Otherwise, read on:

Soon, you are close enough to determine that both mystlings do indeed head west, but seemingly avoid open areas. They must be avoiding the Dragon Guardians' sight.

– Go to Script Z89.

Z88

You follow the path and discover Artios and Umbra lazily walking through the forest. Your Eldrithia, who decided to join you, is visibly agitated. It seems enchanted by the powerful auras of the mystlings. The Eldrithia looks at you pleadingly. You nod.

The jellyfish-like mystling shoots off toward the Artios and Umbra and squeezes itself between the two. They do not react at first, but then, they share both light and shadows with the Eldrithia. You see its joy as it flickers fervently.

Soon, more forest mystlings appear to follow the three. The entire procession radiates liveliness and power as if the blend of light and darkness has affected them positively.

The Eldrithia returns to you after a long hour.

– Go to Script Z89.

Z89

If you **have** the "**Portal Knowledge**" part **4** status, *you've managed to close the portal near Moongur;* go to Script Z90.

Otherwise, read on:

The Eclipse, unfortunately, has taken a heavy toll on Moongur. It was to be expected – one of the largest portals opened there – but still, your heart bleeds when you see the damage. The Dragon Guardian appeared to close the portal, but during its struggles, it accidentally brought about the collapse of the mine and released an avalanche that buried half of the town. Alas, your aunt was among the few casualties.

You visit Moongur to say your goodbyes, but you know that your heart will never fully heal.

– Go to Script Z91.

Z90

Following the invitation from your aunt Christine, you visit Moongur, your hometown, where you learn that her Emberling has laid two eggs. What is more, one of them hatched a few hours before your arrival. The second one is waiting for another right moment to hatch which is the tradition of Emberlings.

Your aunt's wish is for you to take the hatchling and the egg back to Caerberg and assign a capable tamer to take care of them. You gladly accept.

– Go to Script Z91.

Z91

If you **have** the "**Attunement**" status, *you perceive the world in a more positive way;* go to Script Z92.

If you **have** the "**Return to the Sea**" status, *you helped the Blazereefs in the Academy;* go to Script Z95.

If you **have at least 3 parts** of the "**Local Hero**" status, *your good deeds are widely known;* go to Script Z93.

Otherwise, go to Script Z99.

Z92

All those perilous trips, dramatic battles and nerve-racking adventures have done wonders for the bond between you and your mystlings. The creatures trust you even more than before.

If you **have** the "**Return to the Sea**" status, *you helped the Blazereefs in the Academy;* go to Script Z95.

If you **have at least 3 parts** of the "**Local Hero**" status, *your good deeds are widely known;* go to Script Z93.

Otherwise, go to Script Z99.

Z93

The stories of your achievements have reached the rulers of human lands, but it is the common people who have learned to love you. Their doors are always open for you anywhere you go. You have become the one to turn to in times of need so everyone is eager to assist you.

– Go to Script Z99.

Z94

Much to the indecisiveness of Lady Tina, seemingly incapable of making an independent decision without the acceptance of the Queen, official contact with the fae has never been made. The fae have attempted to do so a few times but eventually lost their interest and turned to other cities.

- Go to Script Z64.

Z95

One day, you receive an unexpected letter from Drosibay, a rather distant port city. Fascinated, you read about a colony of Blazereefs who have settled down on the coast. They were said to be rather a friendly lot, but not to all. A gang of pirates, fooled by the gossip about the mystlings' alleged peacefulness, tried to snatch a young one. Not only did the Blazereefs foil the attempt, but they also sank the ship.

If you **have at least 3 parts** of the "**Local Hero**" status, *your good deeds are widely known;* go to Script Z93.

Otherwise, go to Script Z99.

Z96

From all the pieces of information you've gathered, the story begins to take shape.

There's no denying that fae somehow caused the Eclipse, which resulted in a violent conflict between them and the Dragon Guardians. In consequence, they were forcefully exiled from our world into the world on the other side of the portals – the Shadow Realm. However, deciding whether the Dragon Guardians made the right choice is impossible right now. Nothing indicates that the fae did it on purpose.

You have not encountered a single piece of information about a Dragon Guardian of the Dark. It seems that there are only five of them, one for each element except darkness. Their presence is crucial for the balance of the elements, thus for nature to function properly.

The darkness element doesn't seem to be native to the world. It fits well, being a counterweight for the light, although there is no evidence it existed outside the Shadow Realm before the first Eclipse. Contemporary scholars agree that the world couldn't function correctly without all six elements.

- Gain the "**Secrets of the Past**" status.

Z97

You notice that mystlings behave differently around you. They are calmer and more eager to trust you. It might be your imagination, but you think that people also smile more often and are more open when you are around.

You wonder if that has something to do with your actions during recent adventures. It might also be related to the Dragon essence that circulates in your body. Or you might just be a better tamer and person than before and it shows.

- Gain the "**Attunement**" status.

Z98

With knowledge comes understanding. The world before the first Eclipse that happened a thousand years ago was on the verge of collapse, or at least in grave danger. The element of light without any counterweight was starting to tip the balance. The darkness began to seep from the Shadow Realm through tiny tears in reality – and it would have probably ended in something much worse than the Eclipse if not for the fae.

The fae researched the darkness and tried to open a stable path for it to flow into the world, but something went wrong, and it led to a catastrophe. The Dragon Guardians deemed the fae guilty of trying to destroy the world. And they protected it, trying not to shed blood – by exiling the fae into the unknown place through the portals the fae opened.

If only they had spoken to one another. Maybe all of this could be avoided, and the world would look so much different? Maybe the fae would help during the current Eclipse instead of invading our world and keeping the portals open?

- Gain the "**Truth**" status.

Z99

Believe it or not, but your adventure has just come to an end. We hope you had a great time taming mystlings and exploring the mysteries of the Dragon Eclipse world. Thank you for playing our game! And we do hope to meet again one day!

- Go to Script Z100.

Z100

- Flip all Worldmap cards to the Explored side.
- Add the Tier cards of all Mystlings you haven't Tamed to Random Combats.

If you want to complete the Mystling Encyclopedia, you may use the World Map to enter Script Z11 or Z12 to face the untamed Mystlings in Combat and try to Tame them. You may still enter other Scripts from the World Map, however when you are instructed to "start one of the available Scenarios," you must go to Script Z11 or Z12.